

- VIII. Racing Surfaces
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::: ::: ::: ::: SECTION I. - INTRODUCTION ::: ::: ::: :::
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Howdy, dear readers! I would like to take this time to say "Thanks for reading this FAQ" and that if I were Fat Albert, I would sing you a pretty song of glee. Now that I have scared the living daylights out of most of you people, I will say that this is my... uh... I lost track of the number count. Well, this is one of my many FAQs that I have written, which you can find at both GameFAQs.com and IGN.com. I am ZoopSoul at GameFAQs, and ZoopNOVA at IGN, so look me up if you enjoy my work.

Here is the basic rundown of what I cover and where I cover it at: In the Controls section, I will name off every button on the Nintendo GameCube controller, and what that button does exactly. In the Vehicle Information section, I will list the statistics of each and every vehicle in the game. In the Driver Profiles section, I will list each driver, what s/he controls, and what their background is. In the Course Strategies section, I will list exactly what to do during each lap of the track, including what to avoid, when to avoid it, and what will help you win in all difficulties. In the FAQ section (which is a MUST READ section of the guide), you can find answers to practically every question you may have, including beginner questions! In the Custom Parts section, I will list all of the Parts that you can unlock, along with all of their statistics. The Racing Surfaces section is for newbies to the F-Zero series that need to know why they may randomly fly into the air, or even better, lose complete control of their vehicle on different surfaces. Credits is where you can find all of the Thank Yous, and the Disclaimer section is one paragraph that you do not have to read unless you are wanting to use my FAQ for something, which is a "No-no." I'm terribly sorry, but in this hobby, you cannot trust your Average Joe. Oh, and in the Story Mode section, you will find compiled strategies, in the User Created Vehicles section, you will find a bunch of different cars that GameFAQs users have created, as well as small tidbits of information regarding the cars themselves. In the Staff Ghosts section, you will find all of the times of the development staff's ghosts. Enjoy!

If you have ANY tips whatsoever, please contribute them! You will receive full credit for your tip(s), and with me wanting to create the best damn F-Zero GX FAQ ever to be created, I will need the help of my readers, which just so happens to include you. So get famous already by submitting a strategy! Read the below sub-section ("Contact Me") to find out more information.

Best wishes,

-David "Zoop" McCutcheon

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***   ***   ***   ***   SECTION I.a - CONTACT ME   ***   ***   ***   ***
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If you need me for anything whatsoever that IS NOT covered in the guide, and that means SEARCHING THE GUIDE by pressing Control and F together and typing out what you are looking for, and then hitting enter. But as long as it has to do with the game. Sorry, but I don't feel like hearing about how cute your kitten is if I don't really know you, yanno? Actually, kittens are cute, with their cute little noses and all... Ahem. You can contact me via e-mail, or sometimes IM. I check my e-mail several times a day; so don't hesitate if you have a question! But please read the long paragraph below my contact info.

E-Mail address: ZoopNOVA@aol.com
AIM: Zoop NOVA

Please only e-mail me if it's something you do NOT see in the guide. Try to look for it; If it's not there, feel free to e-mail me.

If you don't know how to e-mail me, just simply bring up a new, unwritten mail (this varies with different services. It should say "Write Mail" on the button, though) and write out my e-mail address. For the subject, copy and paste this: F-Zero GX FAQ. In the body of the mail, write whatever you like, even hate mail! Just one request: Only e-mail in English. Any foreign language e-mails will be discarded. Sorry, I'm not smart enough to know a second language. I don't care what you send, but positive feedback is always nice. But if you're into the hate mail thing, I can dig that, too. And if you have pictures of kittens, please do not send them. While I adore kittens, I will become paranoid that it is a virus, and send the cops to your house. But I do love your kittens, trust me.

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:::   :::   :::   :::   SECTION II. - CONTROLS   :::   :::   :::   :::
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_____  
/   MENU   \  
_____  
Control Stick ----- General Toggle (Menu Screens) |  
Start Button ----- Confirm |  
R Trigger ----- Change Color (Speed Screen) |  
L Trigger ----- Change Color (Speed Screen) |  
A Button ----- Confirm |  
B Button ----- Cancel |  
Y Button ----- Load Garage (Select Screen) |  
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_____  
/   IN-GAME   \  
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Control Stick ----- Move Vehicle |  
Start Button ----- Pause |
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R Trigger ----- Sharp Turn Right |
L Trigger ----- Sharp Turn Left |
A Button ----- Acceleration |
B Button ----- Brake |
Y Button ----- Boost (After First Lap) |
X Button + Control Stick ---- Run Into Enemy (If There) |
D-Pad Up ----- Change Camera Angle |
D-Pad Down ----- Change Camera Angle |
Z Button ----- Power Spin (Damages Opponents) |
L Trigger + R Trigger ----- Drift |

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:::  :::  :::  SECTION III. - VEHICLE INFORMATION  :::  :::  :::
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Here, you will find descriptions of each vehicle. Finds which one is right for you! They are listed by their numbers, 00-40. Enjoy.

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_____|_____|_____|_____|_____|
/{NAME}\/{PILOT NAME}\/{CAR NUMBER}\/{VEHICLE WEIGHT}\_____
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\{BODY RATE}\{BOOST RATE}\{GRIP RATE}/_____
|
DESCRIPTION |
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_____|_____|_____|_____|_____|
/{DARK SCHNEIDER}\/{DEATHBORN}\/{00}\/{2080kg}\_____
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\{BODY: A}\{BOOST: B}\{GRIP: D}/_____
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Nooooooooo, the Dark Schneider is not the next Rob Schneider movie, it is simply the name of the vehicle that the main villain in the game controls. Okay, for those curious, yes, the Dark Schneider is a hidden vehicle, and you can unlock it by simply defeating every single one of the Story Mode Chapters in the Normal difficulty. It will then be for sale in the F-Zero Shop for 20 Tickets afterwards. Now that we have that question out of the way, I can get to the statistics of the vehicle! Ooh boy! Actually, the Dark Schneider is a fairly average vehicle that the computer AI does decent with (around 14th place) on certain courses, and very well with on other courses (in the top 3). As for a user-controlled vehicle, the Dark Schneider can be a dream to control, and it can also be a nightmare, as well. Due to the fact that the grip is bad, you cannot control yourself on certain courses (such as the ones that send you flying into the air out of nowhere and you have to make a sharp turn to stay alive), but it can be devastating on other courses, such as the Green Plant [Mobius Ring] and Fire Field

[Cylinder Knot]. Let us not forget the second Fire Field [Undulation], where Dark Schneider can kick your ass all over the place. An above average vehicle, and those that do not like vehicles with good grip, this is a Godsend. He is a little bit heavy to go flying uncontrollably, so he isn't as bad as most vehicles in stages like Mute City [Serial Gaps].

/{RED GAZELLE}\/{MIGHTY GAZELLE}\/{01}\/{1330kg}\
\{BODY: E}\{BOOST: A}\{GRIP: C}/

The Red Gazelle is one of the few "main" vehicles from F-Zero X that makes a return in true form, completely the same from the last game. The Red Gazelle's boost is amongst the best in the game due to the fact that his vehicle is both moderate in weight, and the boost is graded with an "A." You will find that the Red Gazelle is best for courses such as Cylinder Knot, that have no walls to crash into (considering the fact that the Red Gazelle's body armor is terrible), and have a full-on zooming zone throughout. Pick Red Gazelle if you are very talented at the courses, and do not crash into things a lot. You can purchase the Red Gazelle for a mere 10 Tickets.

/{WHITE CAT}\/{JODY SUMMER}\/{02}\/{1150kg}\
\{BODY: C}\{BOOST: C}\{GRIP: A}/

White Cat is the second of the more recognizable characters that are from F-Zero X in debut. White Cat is one of the ideal "mediocre" vehicles in the game, somewhat similar to the Hyper Speeder with Beastman as Pilot. While the grip is rated with an "A," it feels as if it is somewhere around a "B" or so. I highly recommend this vehicle for racers that just cannot decide what vehicle to try next, as White Cat is more of an in-between vehicle. With the weight around a mid-light in comparison to the general observer, the boost works alright, about as well as it is rated. Sadly, the okay body, okay booster combination is NOT a good thing for starters--in fact, the average gamer will likely blow up right away, as if you try to catch up by using your booster (which drains very quickly due to the grade of it), and you hit a wall, you will explode. Beware of this vehicle, newbies. This vehicle costs 08 Tickets.

/{GOLDEN FOX}\/{DR. STEWART}\/{03}\/{1420kg}\
\{BODY: D}\{BOOST: A}\{GRIP: D}/

Golden Fox is one of the original four "cast members" in the F-Zero series, and was a lot better back in his heyday. The

Golden Fox is easily the worst of the starting four characters that you are given to race with, due to his terrible body and very uncomfortable grip control. With the average weight in his hands, his boosts are amongst the best in the game, if not the best due to his leveled weight and such. It is just a shame that you will take so much damage to the point that you cannot even USE your boosts. Strictly for the experts to use.

/{IRON TIGER}\/{BABA}\/{04}\/{1780kg}\
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\{BODY: B}\/{BOOST: D}\/{GRIP: A}/

Back in the days of F-Zero X, I constantly used Iron Tiger, and I even held a few world records in the game for a few years. Yet, like the old instructor that I am, those records have long since perished. Iron Tiger in F-Zero GX is quite different, however, as the old "weight" factor has taken its toll on the old machine. Now, Iron Tiger can barely make any sharp turns, despite its awesome grip. Of course, despite the decent body on Baba's machine, the poor booster will really wear thin by the third lap in the set. Plus, for sharp turns, you are pretty screwed, to be blunt with you. The Iron Tiger's best courses are those such as Green Plant [Mobius Ring], that are not big on abrupt turns, yet smooth sailing all the way through. Still, Iron Tiger remains famous for the "cool" factor, and is the choice if you are feeling confident with your game. 07 Tickets is the price on the Iron Tiger's head in the shop.

/{FIRE STINGRAY}\/{SAMURAI GOROH}\/{05}\/{1960kg}\
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\{BODY: A}\/{BOOST: D}\/{GRIP: B}/

Hands down, the second best of the four starters that you automatically receive from the get-go, Fire Stingray is one of the four that have been from the very beginning of the series. Despite being hot pink, do not be fooled by the witty work of Samurai Goroh, as this vehicle is one of the best in the entire game, yet not as well balanced as the Blue Falcon is. While the Blue Falcon is the obvious choice for new players to the series, Fire Stingray is an easy choice for the skilled veterans, and a good "stepping stone" character to use once you begin getting better. The Fire Stingray is best used in fast paced races, where you can charge through out of nowhere, take the lead, and keep it that way.

/{WILD GOOSE}\/{PICO}\/{06}\/{1620kg}\
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\{BODY: A}\/{BOOST: B}\/{GRIP: C}/

Read those stats, I say! A-B-C! Easy as 1-2-3! Come on, sing it with me now! ...Okay, fine, don't sing it with me. See if I care! Wild Goose is not a very disturbing name for a vehicle, but the pilot, Pico, frightens the hell out of Mr. Zero, the F-Zero Television reporter. Wild Goose has always been a personal favorite of mine, despite my clinging to vehicles with great grip. The Wild Goose is one of the original four F-Zero vehicles from the beginning, along with Fire Stingray, Blue Falcon, and Golden Fox. The Wild Goose is quite good on courses such as Aeropolis [Multiplex], as it can simply round corners with the swiftest of ease. While the Wild Goose is not the best starting vehicle of the bunch, if you know how to use the vehicle properly, you will do a lot of damage on the course, as the Wild Goose is ideal for kills.

/{BLUE FALCON}\/{CAPTAIN FALCON}\/{07}\/{1260kg}\
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\{BODY: B}\/{BOOST: C}\/{GRIP: B}/

Let's face it: the Blue Falcon, as well as the driver, Captain Falcon, are a love/hate type of vehicle/character duo. They are the sappy, "Oh, I'm such a pretty good guy to save the day!" bunch, aren't they? Anyways, the Blue Falcon is one of the original four starting cars from all the way back in the day, and easily the BEST character for a newbie to the series to start out with. So I guess that can stop all of those "Who should I start out with?" questions that I have seen come and go since this games release. The Blue Falcon is a great all-around vehicle, and considering it is free from the start, you cannot go wrong!

/{DEEP CLAW}\/{OCTOMAN}\/{08}\/{990kg}\
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\{BODY: B}\/{BOOST: B}\/{GRIP: C}/

The Deep Claw is one of the finer toned vehicles in the game that I tend to fancy, myself. The Deep Claw is best used, despite the fact that the Grip on the vehicle is rated C, on tracks with big turns, such as the Big Blue course in Sapphire Cup. You can make easy turns due to the lightness of the vehicle, yet you cannot handle well when getting your balance on solid tracks (i.e. Double Branches in Emerald Cup or Cosmo Terminal in Diamond Cup). Regardless, this one is a great choice for beginners and pros alike. You can buy the Deep Claw for only 08 Tickets in the F-Zero Shop under Customized.

/{GREAT STAR}\/{MR. EAD}\/{09}\/{1870kg}\
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\{BODY: E}\/{BOOST: A}\/{GRIP: D}/

Quite possibly the worst overall character in the game has to go to the Great Star and Mr. EAD. After all, his last name represents his vehicle's statistics. Quite sad, really. Once you combine the statistics, what you have is a big chunk of scrap metal with a wonderfully wasted booster. Let's face it, the body of the vehicle is TERRIBLE, and once you get hit several times by an enemy, you do not have enough health to use that booster to begin with. Combine his heavy weight with his terrible grip, and you have a vehicle that cannot even straighten out on a clear path, much less a wobbly path with no sides to it. Avoid this vehicle unless you are a distant relative of Jesus Christ. Oh, and this piece of garbage costs 07 Tickets in the shop.
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/{LITTLE WYVERN}\/{JAMES McCLOUD}\/{10}\/{1390kg}\
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\{BODY: E}\/{BOOST: B}\/{GRIP: B}/

Yes, this guy is the single most obvious character from another series in the history of the F-Zero competition, however, he is also the ONLY one. I will discuss the pilot in the Driver Profiles section, but as for his vehicle, as you can tell by glancing at it, it is a moderated Arwing from the Star Fox series, and the main character from Star Fox was named Fox McCloud. You put the pieces together. As for the body of the vehicle, it is REALLY weak--one of the weakest in the game. A few crashes against a wall, and you will be dead meat in this puppy. However, if you are into Time Attack missions, I highly recommend Little Wyvern for Lightning [Half Pipe] over every other vehicle out there. This thing handles like a beauty, with good grip, and a nice booster for those times when it is clear to boost away. A recommended car on clear courses with no walls. Oh, and the Little Wyvern is 12 Tickets in the shop. Costly!
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/{MAD WOLF}\/{BILLY}\/{11}\/{1490kg}\
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\{BODY: B}\/{BOOST: B}\/{GRIP: C}/

The statistics for Billy's vehicle, the Mad Wolf, spell out the call letters for a popular British television station. Monty Python rules. Anyways, the Mad Wolf is one of the few vehicles that I am indifferent to. I will select this vehicle for various stages at random, including Lightning [Loop Cross], which he seems to handle well in, for some obscure reason. You can easily win more than a few races with the Mad Wolf, as the car handles swell under sharp turn pressure, yet suffers from trouble under stressful conditions, such as the Cosmo Terminal stage in Diamond Cup. The Mad Wolf costs 08 Tickets in the shop.
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/{SUPER PIRANHA}\/{KATE ALEN}\/{12}\/{1010kg}\

\{BODY: B}\{BOOST: C}\{GRIP: B}/

The Super Piranha is an alternative choice to the Blue Falcon for those type of players that absolutely despise Captain Falcon. After all, the car stats are the same, and the weight difference isn't by much at all. With all due respect to the Super Piranha, the Blue Falcon is the more balanced of the two vehicles due to the heavier weight, however, if you are looking for a vehicle with more balance for those rough turns than that of the Blue Falcon, then I see no better choice than the Super Piranha, if you fancy the Blue Falcon, that is. You can unlock the Super Piranha in the F-Zero Shop for a mere 10 Tickets.

/{DEATH ANCHOR}\/{ZODA}\/{13}\/{1620kg}\

\{BODY: E}\{BOOST: A}\{GRIP: C}/

The Death Anchor is a give or take vehicle to me personally, as there are tons of other vehicles that I would recommend over it, however, there are a lot of folks that are major fans of the Death Anchor, as well as its pilot, Zoda. Some of these fans include the developers themselves, as they tend to use this vehicle in the Staff Ghosts (see Staff Ghosts section for more details on the Staff Ghosts), and I can see why they do--after all, the Death Anchor has one of the best boosters in the entire game. Once again, to me, if you want a truly awesome booster, though, you need the body armor to back it up in defense. There is nothing more deadly than a rock solid booster/armor duo out there in the heat of the battle. While I, personally, am a body/grip player, the old body/booster players are amongst the best in the game. You can purchase the Death Anchor in the F-Zero shop for 08 tickets.

/{ASTRO ROBIN}\/{JACK LEVIN}\/{14}\/{1050kg}\

\{BODY: B}\{BOOST: D}\{GRIP: A}/

Ahhhh, my personal favorite! Despite the overly giddy and sometimes annoying pilot for the Astro Robin, Jack Levin, this vehicle is highly tuned towards the driver that has the need for Max Speed instead of acceleration. The Astro Robin is the type of vehicle that cannot make rough, jerky turns in comparison to the smooth, dead-ahead sailing, yet it can make the kind of turns that are full-on in such stages as Sand Ocean [Surface Slide], and Lightning [Loop Cross]. Not to mention the vehicle is the perfect zoomer to use in stages such as Sand Ocean [Lateral Shift], where sudden turns are in need of being made in alignment of lining your vehicle up in the center of the road without falling overboard. An

awesome pick-up of a mere 08 Tickets in the F-Zero Shop, so
go out and buy it already!

/{BIG FANG}\/{BIO REX}\/{15}\/{1520kg}\

\{BODY: B}\/{BOOST: D}\/{GRIP: A}/

Sharing the same stats as Astro Robin, yet quite a weight
difference in comparison. Some would argue that this makes
Bio Rex to be quite better than the Astro Robin, which is all
based upon preference, I suppose. Regardless, he is the
perfect weight for a car with his stats, as Iron Tiger simply
feels too heavy now, and the Big Fang is in between the Iron
Tiger and the Astro Robin in weight. This means that the
grip on the vehicle is both great for staying on courses with
no walls to keep you on, as well as the fact that you can
make sharp turns with ease. This is one of the best all-
-around vehicles in the game. You can purchase it in the F-
-Zero shop for 08 Tickets.

/{SONIC PHANTOM}\/{THE SKULL}\/{16}\/{1010kg}\

\{BODY: C}\/{BOOST: A}\/{GRIP: D}/

The Sonic Phantom was one of the last unlockable vehicles in
F-Zero X, and was one of the very first that I unlocked in
F-Zero GX. For some reason, despite the crappy statistics, it
always seems to do wonderfully good in the Grand Prix modes,
so I guess the old saying of "statistics simply alter the
machine, not make it worse" is true. Of course, the great
boost keeps it up there in the Grand Prix ranks, and not to
mention that the body is not as terrible as most bodies with
great boosts are. The Sonic Phantom is among the best
vehicles in the game for the Mute City [Serial Gaps] stage
that everyone constantly has trouble with. You can buy Sonic
Phantom for 10 Tickets in the F-Zero Shop, so go do so, if
you're having trouble on that course or something of the
like.

/{GREEN PANTHER}\/{ANTONIO GUSTER}\/{17}\/{2060kg}\

\{BODY: A}\/{BOOST: B}\/{GRIP: D}/

The Green Panther is a very tough vehicle, and has a nearly
perfect body on the ship, seriously. Out of all of the
vehicles in the game, I have the most trouble with destroying
the Green Panther in the Grand Prix. Regardless, his grip is
very bad, and while his boost is pretty good, it is tough to
get a straightaway path without zig-zagging from side to side
constantly. Even so, the Green Panther is one of the
computer AI's favorite characters, and while I do not fancy

the vehicle personally, I do think that you would enjoy the little bugger. You can buy the Green Panther in the F-Zero Shop for 07 Tickets.

/{HYPER SPEEDER}\/{BEASTMAN}\/{18}\/{1460kg}\

\{BODY: C}\{BOOST: C}\{GRIP: A}/

Despite the highly lackluster-to-average statistics on the Hyper Speeder, many fans, as well as readers, have a strong point when playing with the vehicle--in fact, it is a huge fan favorite. I guess it has to do with all of those snaking freaks out there that do that kind of stuff every second of a course. Regardless, I also believe that the Hyper Speeder is a pretty good vehicle, as the grip is amazing, and the boost blends well with the grip. If you run into a lot of walls, try Super Piranha instead, but if you are slightly more advanced, I suggest trying this one. For your information, Dr. Clash (the pilot to the Crazy Bear) built the Hyper Speeder, as well. The relationship between the two pilots is unknown at this time. You can purchase the Hyper Speeder in the F-Zero Shop for 10 Tickets, and do trust me, it is well worth it.

/{SPACE ANGLER}\/{LEON}\/{19}\/{910kg}\

\{BODY: C}\{BOOST: C}\{GRIP: A}/

Poor old Leon and his Space Angler. If you are familiar with wrestling terms from the early 1980s, you would know the term "Jobber," which means a person that intentionally loses a match to make the bigger stars look stronger. And no, I'm not a new age wrestling fan, so don't bother me in e-mail with all of that "Triple H" hoopla. Anyways, if wrestling terms apply, the Space Angler is the biggest jobber in the entire game, which is sad, because his vehicle is decent, yet the computer AI is so terrible when using him. As a human controlled character, the Space Angler can be highly effective, much like the Hyper Speeder, only lighter in weight. The best stage for the Space Angler is likely the Phantom Road [Slim-Line Slits] stage in Diamond Cup, where I have had the most success using him. He is an above average vehicle that a lot of players will take kindly to. You can purchase the Space Angler in the F-Zero Shop for 10 Tickets.

/{KING METEOR}\/{SUPER ARROW}\/{20}\/{860kg}\

\{BODY: E}\{BOOST: B}\{GRIP: B}/

The King Meteor is a very light weight vehicle, which isn't very King-like at all, is it? In fact, it weighs LESS than

the Queen Meteor vehicle, which is his wife's. Between the two very similar vehicles, the King Meteor has a lot better grip on the straightaway roads opposed to his wife's machine, but his overall turning abilities hamper in comparison. But still, the King Meteor, in my opinion, is the better vehicle of the two that have the same statistics, because while the Queen Meteor is heavier, it scatters all over the place during the easiest of courses, and is like suicide on courses with small paths, such as Aeropolis [Dragon Slope]. You can buy the King Meteor in the F-Zero Shop for 12 Tickets, which is costly for a below average vehicle.

/{QUEEN METEOR}\/{MRS. ARROW}\/{21}\/{1140kg}\
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\{BODY: E}\/{BOOST: B}\/{GRIP: B}/

The Queen Meteor has the same exact statistics as the King Meteor, besides the whole weight difference and all. However, the funny part about it all is the fact that, despite having nearly the same exact machine, the Queen Meteor handles a lot differently than the King Meteor does, and I do not mean that in a good way. In my honest opinion, the Queen Meteor is one of the worst vehicles in the competition, as it cannot stay still when riding along smooth surfaces, which makes for a brutally challenging time when trying to glide straight ahead in stages such as Aeropolis [Dragon Slope] with your B rated booster, only to run into several walls. However, her turning abilities save her poor vehicle from total abomination, as they are amongst the most precise in the entire game. You can purchase the Queen Meteor for 12 Tickets in the F-Zero Shop and try it for yourself. Please no hate mail for the statements above, as they are MY opinions. Thank you.

/{TWIN NORITTA}\/{GOMAR & SHIOH}\/{22}\/{780kg}\
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\{BODY: E}\/{BOOST: A}\/{GRIP: C}/

You know what is sort of funny? Despite having lackluster statistics, the computer AI OWNS ASS with this machine. Sort of ironic, given their storyline (check the driver profiles section for more information regarding them). The Twin Noritta is the lightest vehicle in the game, so I do not really recommend driving over to a tough track on the handling, considering light weight vehicles tend to fly all over the place. But all in all, the Twin Noritta is a solid vehicle that I believe everyone can appreciate in their own little way. This ranks up there with Black Bull and Queen Meteor in the "Computer AI Destroying User Players In Ranks" department, as the computer tends to rock with this machine. Just try not to get hit very frequently. You can buy it in The F-Zero Shop for 12 Tickets.

/{NIGHT THUNDER}\/{SILVER NEELSEN}\/{23}\/{1530kg}\

\{BODY: B}\{BOOST: A}\{GRIP: E}/

Wooooohoooooooo!! Boy, doesn't Silver Neelsen look like Willie Nelson? He also controls like Willie Nelson after he drinks himself silly over his tax problems. Seriously, if you ever needed a reason NOT to drive drunk, just play as Night Thunder and you will see how you will handle under such situations. Old Silver is looking for a title out of all of those years that he has been racing, and this vehicle still has a bit of gas in it. Despite the fluke controls, the car is a dream in the boosting category, and while it may sound odd, the crappy grip and the awesome booster work wonders together here, making this the ultimate vehicle for the players that enjoy coming up from behind and snatching the lead. Night Thunder is awesome on stages such as Casino Palace [Double Branches], and can be purchased for 10 Tickets in the F-Zero Shop.

/{WILD BOAR}\/{MICHAEL CHAIN}\/{24}\/{2110kg}\

\{BODY: A}\{BOOST: C}\{GRIP: C}/

Now, if you want to mention a vehicle that I am absolutely terrible with, you want to mention the Wild Boar. I'm the type of player that enjoys lighter weight vehicles with great grip, and this is the exact opposite of that. If you want a vehicle that will fall off of Lightning [Half Pipe] every five seconds if you do not know what you are doing, look no further. But, just because I am god-awful with him does not mean that this vehicle is a complete waste---in fact, most players are huge fans of the Wild Boar, and conquer the most difficult cups in Master class. With the wide fanfare aside, I would still recommend Wild Boar to all players, especially new ones that have yet to decide for a vehicle to call their own. You can purchase the Wild Boar in the F-Zero Shop for 07 Tickets.

/{BLOOD HAWK}\/{BLOOD FALCON}\/{25}\/{1170kg}\

\{BODY: B}\{BOOST: A}\{GRIP: E}/

The Blood Hawk scores in with the same exact statistics of the Night Thunder, only even worse grip when actually playing which means that this vehicle officially has the worst grip in the game! That means that, if you are great with vehicles that have sucky handling, you will instantly fall in love with the Blood Hawk and its cloned driver, Blood Falcon. You will feel as if you are going to vomit as you cruise down a track such as Green Plant [Spiral] and zoom every which way but loose. While the bad grip is no excuse, the great booster nearly makes up for it alone. The Blood Hawk is your typical

vehicle that leaves little to be desired, but worth trying. |
You can purchase it for 10 Tickets in the F-Zero Shop. |

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/{WONDER WASP}\/{JOHN TANAKA}\/{26}\/{990kg}_____ |

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\/{BODY: D}\/{BOOST: A}\/{GRIP: D}/_____ |

Okay, I think I can officially say this: Wonder Wasp is the |
stupidest name I have ever heard for an F-Zero machine. |
Period. No arguing it. Well, okay, Bunny Flash is also lame, |
but Wonder Wasp deserves an award for being really stupid. |
The actual vehicle itself, however, is fairly average. The |
lackluster grip and armor can really take a toll on the poor |
vehicle, since they do not blend well together (go out of |
control because of the grip, hit a wall and lose a big chunk |
of health because of the armor), but if you can handle the |
challenge, sit back and boost like crazy! Just don't get hit, |
or else you might go "Kaboom!" You can purchase the Wonder |
Wasp in the F-Zero Shop for 08 Tickets. |

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/{MIGHTY TYPHOON}\/{DRAQ}\/{27}\/{950kg}_____ |

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\/{BODY: C}\/{BOOST: A}\/{GRIP: D}/_____ |

Despite the Mighty Typhoon and Mighty Hurricane being |
brother/sister vehicles, they are both VERY different in the |
statistics department. While the Mighty Hurricane is a huge |
freak when it comes to being a leveled booster/grip machine, |
the Mighty Typhoon is the ultimate boosting monster! Of |
course, the bad grip cannot help the booster to complement it |
that much, it is still a welcome addition to the vehicle |
roster, if you ask me. If you are looking for a lightweight |
challenge, try the Mighty Typhoon is a cup such as the |
Diamond Cup, where there are a lot of hazard zones. I would |
give the Mighty Typhoon an average grade, and is the "sister" |
vehicle to the Mighty Hurricane. No offense, ladies, as it is |
a common term. If it were up to me, it would be the men are |
the weaker of the two sexes. You can purchase the Mighty |
Typhoon in the F-Zero Shop for 10 Tickets. |

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/{MIGHTY HURRICANE}\/{ROGER BUSTER}\/{28}\/{1780kg}_____ |

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\/{BODY: E}\/{BOOST: B}\/{GRIP: B}/_____ |

The Mighty Hurricane is the brother of the Mighty Typhoon, as |
they were both abandoned vehicles that two deliverymen used |
in the F-Zero Grand Prix. The Mighty Hurricane is a huge fan |
favorite amongst F-Zero GX players, and there is no question |
as to why. The Mighty Hurricane, simply put, is a very good |
vehicle that is a must purchase for veteran players, as new |
players may have a little trouble not hitting the walls. And |

because the Mighty Hurricane has terrible armor, running into walls is not a good idea. The Mighty Hurricane does best in stages like Cosmo Terminal [Trident], and even stages like Big Blue [Ordeal]. You can purchase the Mighty Hurricane in the F-Zero Shop for 10 Tickets.

/{CRAZY BEAR}\/{DR. CLASH}\/{29}\/{2220kg}\

\{BODY: A}\{BOOST: B}\{GRIP: E}/

The pilot to the Crazy Bear, Dr. Clash, is a complete mystery according to the instruction manual and such, so I will go straight to the vehicle information... well, before I do that, what ever happened to the smiley face that was on the front of the Crazy Bear in F-Zero X on the Nintendo 64, anyway? It is no longer there! It disappeared without a trace or something! Anyways, the Crazy Bear's body is, quite possibly, the best in the entire game, due to the thick structure of the vehicle and such. And need I mention that the excellent booster complements the nearly perfect body of the vehicle so well that it automatically makes the Crazy Bear an instant keeper in your collect? It's true. Despite the faulty, "E" graded Grip, I believe that several players can easily overlook the bad grip and take the great booster and the great body. You can purchase the Crazy Bear in the shop for 07 Tickets, which is a steal.

/{BLACK BULL}\/{BLACK SHADOW}\/{30}\/{2340kg}\

\{BODY: A}\{BOOST: E}\{GRIP: A}/

The Black Bull is the most feared vehicle amongst the other F-Zero pilots... well, until Dark Schneider is unlocked, anyway. Regardless, the computer AI for the Black Bull is better than any other AI in the game, winning or finishing second only to you in 88% of the Grand Prix competitions. You can easily see why, as well, considering it is THE key car for those learning for to snake (see the FAQ section for more on the snaking technique), not to mention its awesome grip, heavy weight, and near perfect body armor. While the booster is terrible, the computer never needs it with the snaking technique under its belt. You can purchase the Black Bull for 10 Tickets in the F-Zero Shop, which is a complete steal, since it is one of the best vehicles in the entire game.

/{FAT SHARK}\/{DON GENIE}\/{31}\/{2490kg}\

\{BODY: A}\{BOOST: B}\{GRIP: E}/

Before the questions start pouring in, Fat Shark can be unlocked by either playing the arcade version of the game

(F-Zero AX) and transferring the data to your memory card, or you can unlock it by beating Story Mode, Chapter 4 on the Very Hard difficulty. Afterwards, you can purchase it in the F-Zero Shop for 20 Tickets. Let me just come out and state this: The Fat Shark is one of the most unique vehicles in the entire game with the way that it plays. It not only feels completely different than all of the rest of the vehicles, but the top speed on this baby is flat out awesome. I'm not one for heavy vehicles with no grip, and I pretty much suck with the Fat Shark, but this, when used properly, could be the most devastating vehicle in the entire game, hence why the computer AI is so high with this vehicle. The turns are slower than a turtle getting across a highway, even when using the L and R Triggers. For jerky stages, the Fat Shark is complete suicide, but on stages such as Mute City [Sonic Oval], it gets absolutely no better than this one.

/{COSMIC DOLPHIN}\/{DIGI-BOY}\/{32}\/{900kg}\
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\{BODY: E}\/{BOOST: A}\/{GRIP: C}/

Before the questions start pouring in, Cosmic Dolphin can be unlocked by either playing the arcade version of the game (F-Zero AX) and transferring the data to your memory card, or you can unlock it by beating Story Mode, Chapter 5 on the Very Hard difficulty. Afterwards, you can purchase it in the F-Zero Shop for 20 Tickets. Considering the tough mission that you unlock this ship from, I was honestly expecting something a little bit better (Groovy Taxi, maybe), but I guess I can make do with the Cosmic Dolphin. It is not that the vehicle is that bad, as it is pretty mediocre, but a lot of gamers were very angry that this was the reward from the very tough Chapter 5 on Very Hard. Oh well. This machine is actually fairly decent if you actually give it a try once in a while, and I must say that it is one of the best vehicles to use on Outer Space [Meteor Stream], as well as the Port Town [Long Pipe] stage. Despite the shape of the vehicle looking like the shape of the male genitalia, do not cast this vehicle as the worst of the AX machines, as that one likely goes to the Silver Rat.

/{SILVER RAT}\/{DAIGOROH}\/{35}\/{880kg}\
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\{BODY: D}\/{BOOST: A}\/{GRIP: D}/

Before the questions start pouring in, Silver Rat can be unlocked by either playing the arcade version of the game (F-Zero AX) and transferring the data to your memory card, or you can unlock it by beating Story Mode, Chapter 6 on the Very Hard difficulty. Afterwards, you can purchase it in the F-Zero Shop for 20 Tickets. Since that is out of the way, let me say that the Silver Rat is a very funny vehicle. It is very little in stature, to the point that it sort of looks like an RC car. Sounds crazy, I know. Being so light in

weight, the Silver Rat goes very slow when mixed in with the tiny body of the vehicle (but then again, a little kid IS driving it, keep in mind). However, once you get your booster kicked into gear after that deadly first lap, the competition should watch out, as your top speed is VERY high. A double edged sword is what this vehicle is, so be very warned. Also, the grip isn't as bad as the ratings say. When playing through Sapphire Cup on Master, I only went out of control twice. The grip is more like an average C.

/{SPARK MOON}\/{PRINCIA}\/{36}\/{1620kg}\
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\{BODY: B}\/{BOOST: C}\/{GRIP: B}/

Before the questions start pouring in, Spark Moon can be unlocked by either playing the arcade version of the game (F-Zero AX) and transferring the data to your memory card, or you can unlock it by beating Story Mode, Chapter 2 on the Very Hard difficulty. Afterwards, you can purchase it in the F-Zero Shop for 20 Tickets. And yes, I realize that I am using the same speech over and over again at the beginning of the AX vehicle descriptions, so sue me. It needs to be said. With that out of the way, let me state that THIS IS THE COOLEST LOOKING VEHICLE EVER! There is no way to even describe how this thing looks, as you simply have to see it for yourself. It is also quite dandy as an overall vehicle, too, and my second favorite of the AX vehicles only to the Rolling Turtle. The grip works very well with the weight of the vehicle, and the body armor is highly solid on those tough courses like Sand Ocean [Lateral Shift]. The easiest to unlock of the AX vehicles, and one of the very best! Need I say more?

/{ROLLING TURTLE}\/{QQQ}\/{39}\/{999kg}\
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\{BODY: B}\/{BOOST: D}\/{GRIP: A}/

Before the questions start pouring in, Rolling Turtle can be unlocked by either playing the arcade version of the game (F-Zero AX) and transferring the data to your memory card, or you can unlock it by beating Story Mode, Chapter 3 on the Very Hard difficulty. Afterwards, you can purchase it in the F-Zero Shop for 20 Tickets. Now that we have that out of the way, it is safe to say that the Rolling Turtle is one really awesome looking machine, and the pilot is cute, to boot. Hey, I just made a rhyme! Whee! Anyways, the Rolling Turtle is one of my favorite vehicles in the game, as it is lightweight and the grip is unmatched by any vehicle I have played in yet. The Rolling Turtle is the ideal vehicle for courses like Big Blue [Drift Highway], which so many people have trouble with. The Rolling Turtle is also excellent of courses like Mute City [Serial Gaps], another one that players have a ton of problems with. It should be noted that the Rolling Turtle is one of two vehicles in the entire game whose weight ends with

a number other than zero, the second being Bunny Flash. |
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/{RAINBOW PHOENIX}\/{PHOENIX}\/{40}\/{1080kg}\
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 \{BODY: B}\/{BOOST: B}\/{GRIP: C}/

Before the questions start pouring in, Rainbow Phoenix can be
 unlocked by either playing the arcade version of the game
 (F-Zero AX) and transferring the data to your memory card, or
 you can unlock it by beating Story Mode, Chapter 1 on the
 Very Hard difficulty. Afterwards, you can purchase it in the
 F-Zero Shop for 20 Tickets. Okay, with that out of the way,
 let me state that you should not let these statistics fool
 you. The grip on this vehicle is brilliant due to the shape
 of the body, and all of the statistics work well together in
 creating one hell of a ride. The Rainbow Phoenix is best used
 in stages such as Port Town [Aero Dive], as it showcases the
 light turns that it can make. Even though the vehicle is
 little over 1000kg, it feels heavier due to the balanced
 frame of the body. For those taking notes, when you fly off
 of a course to another level of the course, the wings on the
 vehicle will spread out to soar, making this one of the
 cooler vehicles in the entire game. |
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::---::---::---::---::---::---::---::---::---::---::---::---::---::---::---::
 ::: ::: ::: SECTION IV. - DRIVER PROFILES ::: ::: :::
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Here is where you can find a list of all of the pilots, and their
 stories (or lack thereof). Thanks to the instruction manual, as well as
 the in-game profiles, for most of this information.

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 ----ANTONIO GUSTER----\
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 Antonio Guster has absolutely no relationship with the very cool college
 band Guster, whose music you should definitely check out. Back on topic,
 Antonio Guster is dressed up in a laboratory trench coat and a pilot's
 helmet, which look very awkward together, as you can probably imagine.
 Antonio Guster used to work for Samurai Goroh as his right-hand man,
 until Samurai Goroh betrayed Guster, and shipped him off with the
 Galactic Space Allies. Now a solo bad guy, Antonio Guster now seeks out
 Samurai Goroh for revenge, and possibly steal his trophies along the
 way! See what true friends are for? Backstabbing you. So go and beat up
 your best friend before s/he turns you in to the poh-poh.
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-----BABA-----\
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Ooooookay. That is all I really have to say about Baba. Oh, and "What happened?" as well. With all due respect to those that swing both ways, as well as the ones that swing the opposite way, Baba was a complete bad ass in F-Zero X, as was his Iron Tiger machine. One of the best characters in the game, in fact. Now he seems as if he is a raver that is confused about his sexuality (which is fine and dandy by me, as I love everybody, but where was the transition to all of this?). He has a lisp that would make Richard Simmons to the shimmy, and, dare I say it, dances like a woman from the disco era. However, his voice acting is amongst the funniest in the entire game, and I must say that I have beaten the game more than twice just to hear all of his different speeches. Marvelous. Oh, and Baba comes from the planet Giant, and he happens to be 19 years old, and is the Keyshawn Johnson of the F-Zero Competition. You go girl!

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-----BEASTMAN-----\
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The Beastman is one of the sort of funny, yet really cool characters that developed since the previous game in, well, character. No, I'm not being sarcastic for once. If I wanted to be sarcastic, I would say that he looks like a real beast with that stupid hat on. Beastman, 30 years old, became an original Steve Irwin after encountering a gigantic crocodile on the planet White in the galaxy, and took quite a hit from it all. After he was proclaimed a survivor of the animal attack, he made the choice of protecting people from such deadly beasts in the future. What a courageous man. Or beast. Whatever. The reason he wears that goofy hat has to do with the fact that he is shy. Poor fella. After he entered the F-Zero competition, he met up with Bio Rex, and sort of figured out that Bio Rex was wishing to cause destruction. He has vowed to keep a close watch on Bio Rex's actions in the Grand Prix, and win all the while.

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-----BILLY-----\
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Ooh ooh! Aah Aah! Billy is a big old human-ish monkey that is wanting to take over the world and make Marky Mark miss his Funky Bunch. Okay, enough joking around. Billy, at the tender young age of 7, is the descendant of the very first monkey in outer space. Oh, how ironic that he is a racer in a competition that takes place all around the galaxy! For some strange reason (genetics, possibly?), Billy is an exceptional pilot, despite his lack of control on the fighting field, his speed is stellar, as well as the body of his machine, and being a DIRTY APE, he wants to TAKE OVER THE WORLD AND DESTROY THE HUMAN RACE!!! Actually, that is my paranoia talking... psst, don't look at the monkey. He can read your mind just by simply looking at you, I say...

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-----BIO REX-----\

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Oh yes! Well, what would a futuristic racer be without a big ol' dinosaur behind one of the steering wheels? Not much of a futuristic racer, I'd say! After all, we all know that dinosaurs will be pilots of floating vehicles in the near future. Bio Rex, despite only being 9 years old, is highly intelligent to the point that he speaks English quite well (or Japanese, if you have the import version---hey! He is bi-lingual!), and he is also one of the better pilots in the circuit this time around, as well as last time around. He initially entered the Grand Prix to defeat humans, however, he has quite the big appetite, and will now run the humans off of the tracks, and eat their flesh. Bon appetite, Rex!

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-----BLACK SHADOW-----\

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Black Shadow is the main bad guy in the game, overall, even over Deathborn. Black Shadow is the pilot to the Black Bull, which just so happens to be the vehicle that constantly destroys every other vehicle in the Grand Prix when controlled by the computer AI. Black Shadow is the arch rival of Captain Falcon (pilot of the Blue Falcon), and is out to not only beat the Blue Falcon in the Grand Prix, but even go as far to KILL Captain Falcon off of the tracks by planting bombs on his vehicles and such. Thirsty for blood, it is your job to hunt down and destroy Black Shadow in the Story Mode, before he can destroy you, young trooper. Oh, and he looks a lot like Batman on the racing screen "Top 6" lineup.

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-----BLOOD FALCON-----\

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The Blood Falcon is, basically, an identical clone of Captain Falcon. Using Captain Falcon's DNA (which was stolen when Captain Falcon was hospitalized in the gigantic accident in the Grand Prix that Pico, the pilot of the Wild Goose, caused), Black Shadow made an evil clone of the wussy Captain and named it the Blood Falcon. It looks just like Captain Falcon, only it wears purple on red instead of the usual colors. Oh, and the Blood Falcon is also 37 years old, obviously, and constantly under the controlling hand of Black Shadow. What a big meanie face! Technically, despite his age, Blood Falcon is only four years old.

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-----CAPTAIN FALCON-----\

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Captain Falcon is the "love or hate" pilot of the most popular vehicle in the F-Zero competition's history, the Blue Falcon. Captain Falcon has many enemies amongst the competitors, being that he is the clichéd bounty hunting good guy that will string in bad guys by the ton, especially the likes of Samurai Goroh. Also, if you are playing in the Story Mode of the game, you will have to play as Captain Falcon throughout, with no other option to play as a different racer. Hell, not even a different color of the Blue Falcon. Just blue! Regardless, the game's story revolves around Captain Falcon putting an end to the reign of Black Shadow, who is the driver of the Black Bull. Captain Falcon is at the ripe age of 37 years, and his hometown is Port Town. Good luck, young pilot!

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-----DAIGOROH-----\

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Daigoroh IS related to Samurai Goroh, so before you even click that "Send" button on your e-mail preferences, that has now be answered. He is the father to Daigoroh, who is considered a spoiled brat amongst all of the other kids with a single parent. Gee, I wonder why Samurai Goroh is single? After all, just look at those rock hard abs. Like I'm one to talk... Anyways, Daigoroh is constantly boasting about his father's accomplishments in every one of his classes, and often picks on all of the school kids because of it. Being an only child spoiled brat (much like myself), Daigoroh wanted to become an F-Zero Grand Prix competitor, and his father granted his wishes. After all, like father, like son. Daigoroh hopes to defeat Captain Falcon to make his papa proud, and who can blame him? Earning the respect of Samurai Goroh is seemingly tough to do. Before you ask, Daigoroh is the pilot to the Silver Rat, which can be unlocked in the arcades, or at home, for that matter. Look at the Vehicle Information section for more information regarding unlocking Daigoroh and his Silver Rat vehicle, which looks like an RC car or something of that nature.

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-----DEATHBORN-----\

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Deathborn is the lone secret driver that is an F-Zero GX original (and not an F-Zero AX original) in the game, and can be unlocked in the shop for 20 tickets for defeating all of Story Mode on Normal (default). So now that we have that question out of the way, exactly who, or what, is Deathborn? Well, Deathborn is an immortal that was once a man, and managed to escape death's grip several times, but at a cost. Deathborn lost quite a few limbs, and replaced them with robotic limbs that now, in essence, make him immortal. Hmm, you would think that his heart would just eventually stop ticking or something. Anyways, along with being the coolest looking pilot in the game, Deathborn can also teleport to any place at any time due to a system that was implanted into his new body, and is feared by all (including Black Shadow), considering he launches

his opponents into the oblivion of endless space to float in existence until they die. Is that sanitary? Regardless, the bottom line is that Deathborn is, indeed, one bad Joe Mama, and not to be messed with in the slightest bit.

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-----DIGI-BOY-----\
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Okay, let's face it: Digi-Boy is a major weenie. I don't believe that anyone even LIKES Digi-Boy, much less gives a crap about him. He pilots a vehicle that is hated by many with the Cosmic Dolphin, and even more people hate him in general to the point that I almost feel sorry for him, but then I realize that it would be stupid to feel sorry for a video game character. Digi-Boy is an 8 year old loser whose real name is Terry Getter. The reason he is named Digi-Boy to begin with is the fact that he is a genius with computers and such, hence why he has entered the Grand Prix event. By doing research, he has developed paths that will easily win every race from his competition... that is, until Black Shadow rams his vehicle off of the track and he explodes. Okay, you have to admit, THAT was a funny thought.

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-----DON GENIE-----\
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Don Genie is a really, really fat man, hence why he pilots the Fat Shark. And don't e-mail me complaining about me making fat people jokes, as I am a hefty load myself. Anyways, Don Genie, as you could probably guess from the name alone, is a huge mobster that is involved with many illegal activities, including trading illegal weapons and energy resources. This old 65 year old man has entered the F-Zero Grand Prix to likely win a hell of a lot of money by having his "boys" gamble on the races. He is deeply involved with the highly evil madman, Black Shadow, and rumor has it that they are conspiring with one another to set something nasty up in this race. The plot thickens... Oh, and apparently by the flashing attire, ol' man Genie is a trillionaire (I'm assuming "trillionaire," as currency has likely boosted in the game), as he bails himself out of trouble every time he seems to find himself in it. Only time will tell what he and Black Shadow are up to...

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-----DR. CLASH-----\
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The cute genius, Dr. Clash, likes to drive a big box. Well, at least that is what his vehicle, the Crazy Bear, looks like. Whatever happened to the smiley face on the front of the Crazy Bear that was in F-Zero X, anyway? Regardless, Dr. Clash invented this vehicle, along with Beastman's Hyper Speeder. He is 55 years of age, and he is also an engineer, which you probably guessed, considering he built two machines

for the Grand Prix. Is he a villain? The name suggests so, however, considering the fact that he built Beastman's (who is a good guy) vehicle, everything else points to "No." I guess it is up to you to decide, considering Nintendo never really gave any solid information regarding Dr. Clash, except he is an old guy that has always wanted to race in the Grand Prix, and now finally can. I'd say "good guy," though.

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-----DR. STEWART-----\
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Dr. Robert "Bobby" Stewart is one of the original four pilots from the original masterpiece, F-Zero, and he pilots the Golden Fox in every game that it has appeared in. Not sure about Super Smash Bros. Melee, though, considering it WAS in the background and all. Oh well. Anyways, Dr. Stewart is an actual doctor, not some George Clooney wannabe that likes to "play doctors" with a different chick every weekend or something. In fact, there was an incident four years ago in an F-Zero Grand Prix competition that was caused by Pico, the driver of the Wild Goose, and Dr. Stewart used his body mechanic skills to save a few lives here and there. What a nice guy. Without him, lots of crappy pilots would be dead. Thanks a lot, Dr. Stewart! Oh yeah, he is 42 years of age, and he became an F-Zero pilot after his father's death. Go make your papa proud, Bobby.

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-----DRAQ-----\
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Draq is one of the biggest F-Zero Grand Prix fans in the entire galaxy, as he has been known to attend an event or two. His biggest dream in life was to be able to pilot an F-Zero machine through the Grand Prix, if only once, and his dream came true. At the age of 137, Draq worked at a cargo shipment facility with Roger Buster, and one day, they found two respective machines: The Mighty Typhoon and the Mighty Hurricane. There were no registration papers included with the machines, so Draq convinced Roger that if they entered the F-Zero competition, the rightful owners would step up and claim their vehicles. Well, that never happened, so they enter again this year in hopes of winning. If Draq wins, and the owners step up, he will use his prize money to buy a new F-Zero racer of his very own.

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-----GOMAR & SHIOH-----\
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If you are one of the many people on our great planet that has a phobia of midgets/dwarfs/small people in general, I do not recommend that you take a look at Gomar of the duo, as he is very tiny in stature. Not only do they look like big blobs of raw sewage that are dressed up in bad pimp outfits, but they also dance like complete idiots. Easily, these

two co-pilots are the scariest looking drivers of the entire bunch. Both at the age of 102 years, Gomar and Shioh come from the planet Huckmine, and are of the species Furikake. As soon as they were born, it was their custom to find a partner and do everything together until the day that they die. Sounds like a religious cult. So, they paired up together, and it is basically a "Smart/Dumb" couple. Gomar (the scary short one) is the highly intelligent of the two, while Shioh is the lanky moron of the two. This will likely be their last F-Zero Grand Prix, as they will both be getting married to their respective loves, and must part from one another. How touching! But Gomar is still creeping me out, big time.

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 -----JACK LEVIN-----\
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Eww girl, Eww! Even spicier than my boys from Three Times One Minus One, Jack Levin is one of the galaxy's brightest and youngest pop stars that there are, so Justin Timberlake, rock your ass on out of here! Jack Levin has decided to ditch his singing career in order to pick up a race car and zoom on out on those tracks! While all of the rebel, pro-punk "I hate anything of culture despite being a part of the culture myself" fanboys are wishing Jack would crash into a wall and blow up, Jack's fans are supporting his decision to become an F-Zero pilot. Ahhh, I can see all of the teenieboppers of this 19 year old pop sensation at a Port Town Platters baseball game, saying "OMGGG HE JUZT TUCHD 3TH BASS OMGGG!!!" while screaming and jumping up and down, can't you?

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 -----JAMES McCLOUD-----\
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Now, I bet if you are reading this section, it is regarding lovely old Mr. James McCloud, and his relation to Fox McCloud, the wily, furry pilot in the Star Fox series. James McCloud, in the Star Fox series, was Fox McCloud's father. Is there any relation to the two in the F-Zero series? Not really, despite the fact that his name is James McCloud, and he pilots a moderated Arwing from the Star Fox series. Personally, I believe that Nintendo did this to just mess with you people, as they knew there would be a million and four different conspiracies on the subject at hand. And yes, I know that the storylines really push towards the two of them being related, even a mention about his "young son" and how he is a pilot to the air fighter that he has moderated for the Grand Prix. In other information regarding the pilot, he is 32 years of age. Just remember folks, Nintendo is likely screwing with your head. After all, my grandfather was named Frank McCutcheon, but it doesn't mean his eyes and tongue were removed in surgery, ala Twisted Metal Black. Of course, your theories are always welcome, and will be placed in this tiny section.

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 -----JODY SUMMER-----\

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Jody Summer, to be frank, is a drop-dead knockout of a lady. She is not only a former model (and has soothing Profile Screen music), but a highly regarded F-Zero pilot by her peers, to boot. At the tender age of 25 years, she is one of the upcoming pilots in the F-Zero competition, and one of the most talented young drivers in the entire F-Zero competition, which is quite remarkable. She is a pilot for the Galactic Space Federation, as well as the spokesperson for the Federation under these circumstances. She did not come out as the victor of the last Grand Prix event, but everyone kissed her ass for it, anyway, considering she is a good looking female. A true natural talent against all of the competitors in the competition.
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-----JOHN TANAKA-----\
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John Tanaka, 31 years old, is the official mechanic of the Galactic Space Federation, and resides at work in the same unit that accompanies the lovely Jody Summer. Uh oh, guess who has a big crush on Miss Summmers? If you guess John Tanaka, you would be correct. While he loves the daylights out of the lady, he has entered the F-Zero competition to protect his love. With a vehicle like that, he couldn't begin to protect a house fly, much less a bodylicious babe. If he just so happens to win the F-Zero Grand Prix, he is considering proposing to Jody Summers. Hey, if all else fails, maybe his floating robot-thing will go out with him wearing a wig, instead? Ever notice that when you attack White Cat in the Grand Prix, John does absolutely nothing to stop you? Yeah, he REALLY cares for her safety. I think he just wants to win the money and put it into the stock market.
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-----KATE ALLEN-----\
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The lovely and beautiful Kate Alen is a "megastar" pop singer that figures that her sales would increase through racing in the F-Zero Grand Prix. Actually, she has entered the Grand Prix due to the fact that she has wanted to become an F-Zero pilot ever since she began opening the ceremonies with her renditions of several different songs of meaning. Despite her thoughtless decision (how in the hell will she ever make a lot of money in the F-Zero Grand Prix when Black Bull constantly wins?), she is very passionate towards racing, something that a pop singer isn't really known for. In fact, there are two pop stars in this game. Just go over and read Jack Levin's profile for more information. Kate is 30 years old, and obviously female.
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-----LEON-----\
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Good old Leon, the most under-appreciated pilot in the entire F-Zero
competition. Why is he, you ask? Because rarely does he ever finished
above the 25th place in the F-Zero GX Grand Prix. Poor little guy.
Anyways, Leon is from the planet Zou, and is a mere 16 years of age. His
home planet has been under war for quite some time, and he lost both of
his parents 12 years ago in that war. Leon is the great hope for the
planet of Zou, sort of like Kevin Garnett on the Timberwolves or
something. If Leon wins the Grand Prix (fat chance, unless you are
controlling him), he plans to get the children of his home planet out of
poverty. If I had a glass of wine, I'd raise a toast to the poor fellow,
but I am too cheap to buy wine for video game characters.
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-----MICHAEL CHAIN-----\
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Michael Chain is one of the four really evil bad guys in the game that
wants Captain Falcon's head on a platter, so much in fact that he sicks
his gang on you in the Story Mode. Michael Chain is the leader of a gang
(the Bloody Chain) that is quickly losing members over the galaxy, and
Michael must do something to revive his gang quickly before they
eventually disband. In other words, the elimination of Captain Falcon
would prove to be quite worthy of note amongst the bad guys in the
universe, and would automatically make the Bloody Chain the most feared,
elite group in the entire galaxy, possibly even over Deathborn himself.
And his henchmen are highly annoying.
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-----MIGHTY GAZELLE-----\
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Okay, now, let me state that I am all for science fiction. Sure,
whatever, Star Wars is cool, and I can tolerate Star Trek to a degree,
as long as I do not have to watch a lot of episodes at once or anything.
But let me state that this characters story is really creeping me out,
man, and I'm not lying. Mighty Gazelle was once a real human that was 37
years old, but now he is a robot. This came to be in the massive vehicle
accident that Pico, driver of the Wild Goose, started four years ago. Of
all of the pilots, Mighty Gazelle took the worst damage of all. He
barely escaped the claws of death, but at a price: he was transformed
into a robot to continue living. Now, with no emotions in tact, he can
focus on racing 100% of the time, despite all of the protesters that
advise him to do otherwise. So now he is a lifeless robot instead of a
person. This sort of thing makes me paranoid... AHH!!!
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-----MR. EAD-----\
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Ahhhh, good old Mr. EAD. One of the things that everyone pretty much

goes crazy over is the fact that Mr. EAD was developed by the EAD development group, which was codename for the development team that did F-Zero X on the Nintendo 64 (the greatest racing title ever made, might I add), which truly comes as no surprise, considering he was IN F-Zero X. I mean, come on guys, what is so shocking about that? Anyways... Mr. EAD was developed by the EAD team, and is entering the F-Zero competitions to develop a sense of intelligence, as the Grand Prix is Mr. EAD's final test in artificial intelligence (AI) resources. Might I add that my girlfriend Valerie, despite being about 600 pounds thinner than Mr. EAD, still manages to dance very similar to him? Just food for thought, really.

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-----MRS. ARROW-----\

Mrs. Arrow may look as if she is Jane Fonda from the 1980s, transported into the future, but she is actually the wife to her loving husband and superhero, Super Arrow. Super Arrow has a long standing feud with the obscure character, Zoda, who seems as if he has a substance abuse problem, if you know what I mean. And judging by the looks of those muscles on Mrs. Arrow, I'd say that she does, to boot. Mrs. Arrow is 27 years old, and used to be a professional model before she became an F-Zero pilot to assist her husband in capturing the wild crankhead, Zoda. That is awfully selfish of him, making his wife help him in a dangerous situation. He must not be a very good husband, and his superhero powers must suck considerably, under the circumstances that still cannot capture Zoda.

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-----OCTOMAN-----\

Octoman is the very sincere pilot to the Deep Claw that I believe we can all agree to adore. While his voice acting is amongst the best in the game (which is not saying much at all, considering he sounds as if he is underwater), his character's look is quite frightful, yet this big half octopus/half man creature is actually a big softie inside, once you get to know him. At the tender age of 88 years old, Octoman comes from the planet of Takora, which is under an intergalactic battle with the Milky Way Space Federation. Octoman has entered the F-Zero competition to help out the children of his species on Takora, in order to provide a future for them. See what I am saying? 100% gentleman... Or should I say, 100% gentleOCTOMAN? HO HO HO! So funny...

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-----PHOENIX-----\

Phoenix's music is friggin' awesome. I love those guitar parts. Anyways... For those curious as to who the much cooler looking Captain

Falcon guy is in the F-Zero AX posters, it is Phoenix, and he is the pilot to the Rainbow Phoenix, his time traveling machine. Yes, he is from the future, hence why his machine can travel through time. Word has gotten around to him that something could go terribly awry at this year's F-Zero X Grand Prix, so he has taken it upon himself to travel back in time and correct this mistake from happening. Phoenix is 26 years of age, and his occupation is a space detective. Pretty young for a detective. You can purchase him in the F-Zero Shop after you either A) defeat Story Mode, Chapter 1 on Very Hard, or B) Unlock him in the arcades and transfer him to your memory card, for 20 Tickets.

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-----PICO-----\
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Pico is the pilot of the Wild Goose, and along with three others, was in the original F-Zero, and has appeared in every F-Zero title ever since that. Basically, Pico is a green, alien-like thingymajigger. He is VERY deadly, and a threat to most other racers in the Grand Prix. In fact, four years ago Pico caused a major accident at one of the Grand Prix events. If it were not for Dr. Stewart's swashbuckling rescue to the other drivers, Pico would have been in deep. A former member of the Poripoto Army, Pico carried out various dangerous missions that only a complete lunatic could execute with ease and precision. Basically, think of Martin in Grosse Pointe Blank, besides the fact that he was human, and he had feelings and such. Pico is 124 years young, and looking every day of it. When you win a race with the Wild Goose, Mr. Zero (announcer) will appear to be extremely frightened of Pico. Just food for thought.

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-----PRINCIA-----\
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For some ungodly reason, I like Princia's music in her profile screen. Anyways, Princia is the pilot of the Spark Moon, an AX-exclusive vehicle that you can unlock by beating Chapter 2 of Story Mode on Very Hard (or unlocking it on F-Zero AX in the arcades). Princia is the princess of the Desert Kingdom on the planet Magica, where the knowledge of scientific assertions flows freely. Princia escaped the castle with her bodyguards in an escapade to explore the entire universe! Interesting. While on the planet Earth (that's where we live, in case you didn't know that), she found out about the F-Zero Grand Prix competitions and became infatuated with them. Her bodyguards, knowing that she would not change her mind, helped her acquire a vehicle, and she entered the Grand Prix in hopes of winning. Damn, that vehicle is cool. Princia is 16 years old.

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-----QQQ-----\
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QQQ... That's a cute name for a trash can. Oh, wait! QQQ is not a trash can! He is the pilot to the Rolling Turtle, which can be unlocked by beating Story Mode Chapter 3 on the Very Hard difficulty, or by unlocking him in F-Zero AX (the arcade version) and transferring him to your memory card! Poor QQQ is a lot like Clank from Ratchet & Clank, as he was a junk robot from the future that was cast aside. Regardless, the pilot to the Rainbow Phoenix (Phoenix) took the poor robot in, and repaired him with knowledge of the future... Sadly, poor QQQ cannot remember what exactly it is that he is forgetting, and the thing that he is forgetting is this whole time traveling bit, as his AI was severely damaged when he was discarded. Yes! The poor fella knows how to time travel! Boy, I have said "poor" about 50 times in this description alone. Poor little guy...

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-----ROGER BUSTER-----\
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Roger Buster, 41, works for a deliver service where the motto is "No consignment too dangerous!" His co-worker goes by the name of Draq, and that is also who got him into this whole mess. One day, when working at their department, they found two lonely F-Zero vehicles with no owners on any of the merchandise. Draq convinced Roger that, if they used the vehicles in an F-Zero Grand Prix, the rightful owners may step up and claim their purchase. That never happened, so the two drivers enter the Grand Prix in hopes of winning this year. Roger is not too big of a fan of the competition, to be quite honest, and would rather the rightful owners claim them as soon as possible. Draq, on the other hand...

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-----SILVER NEELSEN-----\
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Whoa nelly! Now this guy is one old man, clocking in at 98 years young. Silver Neelsen is one of a kind, as he holds the record for the most F-Zero Grand Prix events entered in the history of the competition. Sadly, he also holds another record in the competitions history, as well: the most Grand Prix events entered without winning a title. Yes, old Silver has never won a Grand Prix event. Poor old man. His dream, other than winning a Grand Prix, is to continue racing in the F-Zero competitions until he is over 100 years of age, which is not too far off. Still, he may retire after this year, but his competitive adrenaline flows through him, so the possibility is shrinking to neigh. Do the old man a favor, and select him, win a Grand Prix (even if on Novice), and make him a happy old buffoon.

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-----SAMURAI GOROH-----\
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Another one of the original four returns to the F-Zero Grand Prix, and

this time, it is Samurai Goroh, the wily pilot of the Fire Stingray (one of the better vehicles in the game that always seems to get crushed by the computer AI scheme). Samurai Goroh is still the leader of his Asian gang of floating vehicle pilots, and he is still neck-to-neck with taking Captain Falcon out, but has taken a backseat to Black Shadow and Deathborn as the third bad guy/villain in F-Zero GX. Out with the old, in with the new, I suppose. Regardless, Samurai Goroh challenges Captain Falcon in Story Mode (Chapter 2) to a vicious race to the death. Other than that, Samurai Goroh's evil deeds have taken a backseat to the likes of the two mentioned before, as well as failing gang leader Michael Chain, the pilot of the Wild Boar.

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-----SUPER ARROW-----\
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Super Arrow is the husband to the lovely Mrs. Arrow, that drives the Queen Meteor. Obviously, Super Arrow pilots the King Meteor. After all, that would make the most sense, right? Yanno? King and Queen? Anyways... Super Arrow originally entered the Grand Prix in F-Zero X, in an attempt to stop the devilish Zoda (the pilot of the Death Anchor) from getting away with more crimes. It was so abrupt that Super Arrow had to register as a new driver on the spot! He is also 35 years of age. Now that we have the basics out of the way, now I can ask a real question that has been coming up in my mind: There are quite a few "bounty hunting superheroes" in F-Zero GX, yet they rarely (or barely) get the bad guys! What is up with this, seriously? I am really curious as to why there are so many good guys, yet they can never capture the baddies.

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-----THE SKULL-----\
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The Skull is a skeleton. The end. Actually, there is more to the story than the poor gu... er... skeleton being a member of the undead society (I wonder if they have a union?). The Skull was one of the grandest F-MAX competition pilots in the history of the sport, until one day around 200 years ago, he up and died. Thanks to the lovely workings of science and black magic combined (otherwise known as, a Christians worst nightmare), The Skull was risen from the dead, and is now back on the tracks of the F-Zero courses, and with him being undead, maybe he wants to make you his undead friend... Okay, I admit, that was a terrible attempt at a joke, and I apologize for it.

-----\
-----ZODA-----\
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Zoda is one baaaad mother. In fact, just imagine the Joker from Batman, on speed and cocaine. If you combine the lethal drugs with the Joker (if he wasn't on some, himself), then you get good ol' Zoda! The reason that

Zoda is a druggie is due to the fact that the device attached to him pumps adrenaline and dopamine into his body constantly, so he is a big ball of energy! I guess that sort of explains why he does all of those stupid victory poses at the end of the Grand Prix... Anyways, Zoda is one of the bad guys in the storylines, and his arch rival is Super Arrow, one of the many superheroes in the galaxy as we know it. He has also crossed paths with Captain Falcon several times before. Boy, those GREAT superheroes are really slick, letting him go and all. See? That is why I always root for the bad guys in situations like this. His purpose in the Grand Prix is strictly for the money, as he owns a charity called "Feed Zoda Lots of Illegal Substances," which is a non-profit organization.

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::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::
:::   :::   :::   SECTION V.   -   COURSE STRATEGIES   :::   :::   :::
::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::
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Here is where you can find all of your favorite strategies for both the Cups themselves, and Time Attack! Enjoy your stay!

NOTE: The opinions expressed here are merely the author's point of view. These things are NOT statistical, just simple suggestions, or guidelines, if you will. They are not guaranteed to help, but under the author's assumption, are worthy of note. Thank you.

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//-----\\
||-----||
||-----RUBY CUP-----||
||-----||
\\-----//
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Va.

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-----
- - - - - M U T E C I T Y [twist road] - - - - -
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~DIFFICULTY: *
~RECOMMENDED VEHICLE: Mighty Hurricane
~RECOMMENDED METER SETTING: Full Max Speed

=====
TIME ATTACK ADVICE
=====

With your full Max Speed on, you can crank out some easy miles by going as fast as possible. Any vehicle will do on this course, but those that have solid grip and good boost work the best. Since you will not be bumping into a lot of things in this stage, I suggest taking someone with little armor.

=====

OVERALL COURSE

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At the start of the course, you will want to get off to a good start and hug the right wall a bit. This will give you the lovely time advantage. After this, the course will begin turning light-way to the right, and a booster icon will soon be found in between the lines on the far left. Make sure that you hit it, and zoom forward. Up here, the light-way turn towards the right will end, and you will face an upcoming booster icon. Hit it.

Down below, you will encounter two gigantic Health Recharge Pads, which you will use to get your boost back in the second and third laps. Stay on the left Health Recharge Pad, and the course will soon begin turning left slightly, so barely hold left. After this turn, you will soon hit a medium right turn that will lead you through a tunnel. Staying straight in between both turns before you hit them is the best possible scenario.

After the tunnel area, you will go through a small looping area. There are a couple of booster icon towards the middle of this platform, and you will definitely want to hit them on this lap. After this, you will hit the finish line and end the first lap. For the second lap, you will want to follow the above directions, and boost constantly until you reach the Health Recharge Pads, where you can get a couple of free boosts on them. Follow the directions for lap one, and boost several times on the looping platform, and the straightaway before the checkpoint.

Conserve your boosts on the beginning of the third lap, as you should have around 25% of your health left. Boost at the beginning, and in between the two booster icons, both of which you should definitely hit. Get on the left Health Recharge Pad, and get your two free boosts. From here on out, boost like crazy, never letting up off of it. You should finish first/with a good time.

Vb.

```

- _ _ _ _ _  #####
  - - - - -  C A S I N O   P A L A C E [split oval]  - - - - -
                #####

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- ~DIFFICULTY: *
- ~RECOMMENDED VEHICLE: Big Fang
- ~RECOMMENDED METER SETTING: Full Max Speed

=====
TIME ATTACK ADVICE
=====

Much like the first course in the Ruby Cup, you will have to fight your way through this course while going VERY FAST with full Max Speed. Of course, those folks that snake will enjoy choosing Black Bull with full Acceleration and doing their jig, but you will need a tight grip with a medium load vehicle, hence why I chose the Big Fang. Your boost is needed, but not to the point of choosing a vehicle with a great boost, since there are a lot of booster icons in this stage.

=====

OVERALL COURSE

=====

Starting the stage out, you will be thrust into action with a booster icon straight ahead, followed by one to the left, another to the right, and one back over on the left again. Do NOT go out of your way to hit all of the booster icons, as this will hurt your time more than it will help you. Plus, if you are in the Grand Prix, other vehicles could easily take the lead like this. Definitely not good.

Up ahead, you will find a few more booster icons scattered all over; one straight ahead, one on the right, one on the left, straight ahead, on the left again, and soon you will find another booster icon leading straight into the fork in the road's wall. Go on the right side for your first lap, as there are two booster icons in this line, as well as a full line of them awaiting you at the exit, which will send you flying passed all of the vehicles in the Grand Prix.

After you get through this, you will soon encounter two booster icons, the first is on the right, and the second is on the left. It IS possible to hit them both, but I do not recommend it. You will soon pass the checkpoint after this, and your booster will be unlocked. You will want to boost as much as possible here, avoiding the booster icons only when they are not straight ahead in your sights.

When you finally reach the fork in the road, you will want to go to the left and onto the Health Recharge Pad to collect your health back. Get a free boost whilst on the Health Recharge Pad, and conserve your boosts until you third lap by hitting the booster icon until then. After you pass the checkpoint, start boosting like a madman, hitting those booster icons as they come convenient to you. Once again, take the fork in the road to the left, and get your free boost. Remain calm and stay in the center while using your entire booster up to reach the finish line.

Vc.

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- _ _ _ _ _  #####  - _ _ _ _ _
- _ - _ - _ -  S A N D   O C E A N   [surface slide]  - _ - _ - _ -
#####

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- ~DIFFICULTY: **
- ~RECOMMENDED VEHICLE: Hyper Speeder
- ~RECOMMENDED METER SETTING: 60% Max Speed

=====

TIME ATTACK ADVICE

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There are a lot of turns that are somewhat rough, and even if you are riding in a vehicle such as the Black Bull with great grip, you will likely have a rough time finishing in a high place with as heavy as you are. You will need a light to medium load with "A" grip, no exceptions. The Hyper Speeder is great for Time Trial, as you have enough grip to not run into the walls to damage your average body. 60% Max Speed, if you know the course. I would suggest 70% Acceleration otherwise. But you do want to win, right? Try the suggested meter setting and see if it tickles your fancy.

=====
OVERALL COURSE
=====

As this course starts off, you will have start zoom ahead of the competition by hitting that booster icon straight ahead, and rounding a corner to the left. From here, another booster icon is in the middle, so hit it. You will now fall to a narrow platform down below, taking in the scenery of sand tornadoes along the way. If you are having problems making the transition from top to bottom, try not moving your vehicle. Chances are, if you hit the booster icon, your vehicle is straight enough to make it. If not, do not panic, and instead try slowly adjusting the vehicle instead of grabbing it and twirling it like a maniac.

After the fall from above, you will be in a narrow area of the course. Soon after this, you will enter a dark tunnel where the ceiling is huge. Inside on both sides of the field are two Health Recharge Pads, and poorly placed, might I add. You will have to make a rolling turn to the right after the Health Recharge Pads, and you will be delivered to the outside of the stage once again.

Once you have made it out here, you will have to make a sharp turn to the right. To make this turn, hit the L Trigger, and let go in transition to the R Trigger. Sounds crazy, however, it will help you make the turn. You could also drift, as well, by holding R Trigger + L Trigger. After this turn, you will be forced to make another sharp turn, this time to the left, so either hit the R Trigger and then the L Trigger, or drift by holding both of them and moving with the Control Stick.

Ahhh, this is the part that I like to call the "open range." When I mention this on lap two and three, you will know what I am talking about. This right here is a long stretch of straightaway pavement, thank goodness. However, up ahead you will have to slowly turn over towards the right, and then the left. The level has two tiers that you can reach easily, a lower one and an upper one. I prefer to stay in between them, but if you are racing in the Grand Prix, be sure not to get hit by another car and fly off of this.

After the two tiered pavement stops winding for the first time, you will go somewhat straight, and begin winding towards the left yet again. Afterwards, the pavement becomes flat, and you will pass the checkpoint. Begin zooming with your entire boost while hitting the two booster icons along the way as you glide down to the lower level of the stage. Use as much boost as possible until you reach the Health Recharge Pads, in which you should stop boosting and collect as much health as possible.

As you round out of the Health Recharge Pad Cave, boost once more before you exit, and you will now have to make those two drifting turns, so try boosting while you drift to get the most out of the stretch. Boost twice more on the open range, and save up your other boosts until after you cross the checkpoint for lap three.

On lap three, begin using the rest of your boost after you hit the two booster icons. Recharge to the max in the Health Recharge Pads, and ignore boosting while you drift on the corners. Boost three times on the open range/transition to tiered pavement. Don't forget to check out those sand worms in the background, as they are too cool to miss out on.

Once you reach the area where the winding ends for the first time, begin using the rest of your boost to reach the finish line.

Vd.

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- - - - -  xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx - - - - -
- - - - -      L I G H T N I N G [loop cross]      - - - - -
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xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
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~DIFFICULTY: ***
~RECOMMENDED VEHICLE: Astro Robin
~RECOMMENDED METER SETTING: 60% Max Speed

=====
TIME ATTACK ADVICE
=====

There are some REALLY winding turns on this course, hence why you are once again bested with the 60% Max Speed meter setting. As you know, if your settings are faced more on Max Speed, it is harder to make those winding turns, as your turn success ratio is down. You will have to use the R and L Triggers to slow down and make the sharp turns. And I DARE you to find a better overall vehicle for this course than the Astro Robin.

=====
OVERALL COURSE
=====

As the course starts off, you will want to get off to a dandy start by hitting the booster icon that is near the middle-right of the course up ahead, and you will then deal with a loop that will send you upside-down on the course. After the loop, get prepared to hit a booster icon on the middle-left of the stage to get that extra "zoom" in there.

It is now that you will find a path of dirt to the left as the course begins turning right. If you are using Astro Robin, making the turn here will be a breeze without using the R Trigger to slow your vehicle down on the winding turn towards the right. Once the path becomes straight again, you will want to settle in for the upcoming duel paths.

There are two paths to take at two separate times; the first time consists of the left, where there is a booster icon, and the right, where there is a Health Recharge Pad. For lap one, select the left path and hit the booster icon. Right after this, you must quickly decide which path to take: the left, which is a Health Recharge Pad, or the right, which is a booster icon. Choose right on the first lap, that way you can hit both of the booster icons to get the edge on the opposing vehicles, or even the Ghost Staff time.

Soon after this happens, you will enter a tunnel that slowly curves to the right. After the tunnel, you will deal with a large drop-off point where you must deal with the course having a "bump" in the center of it. This is very dangerous in the Grand Prix, as other vehicles may bump into you, sending you off of the course. Ouch. Try to stick to one of the inner walls.

After the bump, you will go down, and soon be brought back around to the

right. The center of the stage will begin to sink in, like the opposite of what we just went through with the center sticking up for the "bump" and such. After this, we will enter a tunnel that curves towards the right, and you will soon pass the checkpoint.

Begin boosting after the checkpoint, and let up on boosting before you hit the booster icons (two) along the way. By time you hit the dirt path, you will want to have little under half of your health left. Boost once on the winding road to the right (only if under control), and boost twice more at the straightaway. Go through to the right on the dual option path to collect some health, but lay off of the boosting here. As soon as it ends, trail on over to the left and boost through the Health Recharge Pad to gain a free boost.

After this, you will want to boost three times from here until the checkpoint, and never boost on the stretch of paths where the center of the road either pops up or sinks in, as you could very easily die if other vehicles are on the road. Follow my advice as you pass the checkpoint for the third and final lap, only you should have one boost left by time you hit the dirt path. Save it for the straightaway path right after the dirt path, and you should be set. Remember to boost like hell, even on the popping and sinking path, to finish first/with a great time. This should be enough to unlock the Staff Ghost, if you are playing the Time Trial.

Ve.

```

_ _ _ _ _  #####
- - - - -  A E R O P O L I S [multiplex]  - - - - -
_ _ _ _ _  #####

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~DIFFICULTY: ****
~RECOMMENDED VEHICLE: Wild Goose/Rainbow Phoenix
~RECOMMENDED METER SETTING: 50% Even

=====
TIME ATTACK ADVICE
=====

The Wild Goose is the ideal Time Attack vehicle for the job, as with the odd ways that it turns and slopes when rounding corners, it can easily get the job done without a lot of bumping into walls and such. The body is great if you DO manage to hit a wall, and the booster is good to last throughout the course without running dry or anything. You will have to deal with all of the harsh turns and the like, as this stage is the most like an original F-Zero course more than any other in F-Zero GX. Enjoy it.

=====
OVERALL COURSE
=====

From the start of the course, you will want to hit the first booster icon, and have the choice of either hitting a jumping icon straight ahead, or hitting a booster icon. I suggest the booster icon to the right for the first lap only. After this, the course will begin shifting towards the left ever so slowly.

After the shift has taken place, you will be on a straightaway path that

rolls up and down before turning towards the left. Soon after you turn on the left, you will have to turn on the right. There is a booster icon in the middle of the road, so be sure to hit it. After this, you will have to turn in an upside-down "U" fashion to the left. This is a nightmare for bigger vehicles, and usually the part of the course that gamers lose their top spot on. The Wild Goose makes this turn just fine.

Once you get through with the upside-down "U" turn, you will have to hit a booster icon in the middle of the road, which will take you up high into the road, where you will fly straight into the air and land on the course again. On this "hilltop," you will have to hit the booster icon in the center-left on the course and fly off of the track. You must land slightly to the left to stay on course.

Right as we land from the high jump off point, we will soon find two Health Recharge Pads on both sides of the upcoming swerving road. There is a booster icon towards the end in the center, so be sure to hit it. Soon after this, you will have to pass the "C" shaped part of the course, where most gamers pick up the speed that they lost at the "U" shaped part of the course.

Try to even your vehicle out on the left in the center of the "C" shaped road, that way you do not hit the walls. After you get through the first part, hold right slightly to make the complete turn that wasn't really even a turn at all. Here is an ASCII chart of how to do it for the best time...

```

|_____ /
|      /_____
|      |_____
|      \
|_____ \

```

The "_" marks indicate where the walls of the course are, and the "/" and "\" marks indicate what direction your vehicle should be pointed in at what times. I hope this helps, as it took a whopping twenty seconds to whip up. Big deal.

Soon after the "C" shaped part of the course, you will have to face two booster icons in the center of the road. After this, your vehicle will be surrounded by a dirt path on each side as it slowly closes in, so get in the center of the road. You will soon find that you will be riding on the upcoming wall, so quickly hit the booster icon on the left as you begin sloping upward.

This is where all of the booster icons REALLY kick in at... After the first dirt patch, you will want to get on the right side and hit the booster icon. After this one, get in the middle to avoid the two dirt patches that surround you, and go to the left to hit the next booster icon. Get back towards the center of the road to avoid the dual dirt patches, and back on the left. Turn left, and you should hit another booster icon as you round the corner.

Landmines are scattered all around the road in this section, so stay in the center to avoid them completely. After this, round the corner to the right and avoid the ice patch to the left, and then the one to the right. Hit the booster icon in the center of the road, and pass over the Health Recharge Pad (also in the center of the road). You will now pass

the checkpoint.

Begin using your booster from the start, and hit the jumping icon. You will go flying, so even your vehicle out and land on the left slightly. You should boost three times in between here and the "U" shaped part of the course (doesn't matter when, but make sure to hit the booster icons along the way). If you are using a vehicle such as the Wild Goose, boost at the "U" shaped turn. Otherwise, boost after the turn.

Boost twice more before you reach the hilltop jump-off point, as you will want to be nearing the destruction of your vehicle. Fuel up at the Health Recharge Pad, and boost once before the "C" shaped turn, and once halfway through the "C" shaped turn. Boost twice more from here until the line of boosting icons, where you will not need a boost, and use the rest up right after the landmine area. Fill up all the way, and do everything on the third lap EXACTLY as you did on the second lap. Remember to boost like crazy on that third lap, including the free boosts on the Health Recharge Pad. Good luck!

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//-----\\
||-----||
||-----SAPPHIRE CUP-----||
||-----||
\\-----//
```

Vf.

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- - - - -
  B I G   B L U E [drift highway]
  -----
-----
```

```
~DIFFICULTY: **
~RECOMMENDED VEHICLE: Rolling Turtle
~RECOMMENDED METER SETTING: 55% Max Speed
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=====
TIME ATTACK ADVICE
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This stage is known for players hating it with a passion. For the absolute best way of conquering the stage in the Grand Prix, you will have to practice in the Time Attack to get the best possible strategy for making those sharp turns in here. The stage is deadly on boosting, but for some reason, the Rolling Turtle handles better in this stage than any of the other vehicles. The speed meter setting is entirely up to you, but 55% Max Speed always works for me.

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=====
OVERALL COURSE
=====
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Starting the stage off, you will want to begin the course rolling off to your right, which will stall for quite a while in the midst of rolling, and soon hit the booster icon in the center (forward) of the road. After this, you will now move towards the left, and exit the tunnel to roam

free outside of the tunnel and into the blue-skied haven.

A moderately sharp turn will take place that moves to the right, and leads to a small straightaway path that soon jumps off to a platform below after you hit the booster icon in the center of the road. After you land safely, you will soon enter a second tunnel area that moves towards the right and stays this way for under a second.

After that small second, you will be thrust to the left, and then to the right. This is the most deadly part of the entire course due to the fact that, if you are on full Max Speed on your meter settings, and crash into the wall, you start off VERY slowly, creeping up whenever you can. If you are using the Rolling Turtle, it can very easily avoid the accident.

Directly after the "S" shaped sharp turn area, you will continue rolling over to the right ever so slowly, and soon hit a sharp turn to the right yet again. There are two Health Recharge Pads on both the left and right sides, and three booster icons in the dead center in between them both. You MUST hit the three booster icons, and fly off onto the track below. Be very careful of the three catwalks that vary in height and distance as you crash down below, as they can stop your high speeds.

Begin boosting as soon as you hit the checkpoint, and boost twice from here to the outside area of the course. Once out here, boost once as you round the course to the right. As soon as you jump off of the stage after hitting the booster icon, press your boost. Boost once more before the sharp "S" shaped turn. Fill up completely at the Health Recharge Pad, and hit the last booster icon. After you pass the checkpoint, do NOT boost at the beginning, but do everything else exactly the same. After you fly off onto the platform below, use the remaining boosts that you have, and get your free boost on the Health Recharge Pad. Cheers to your victory.

Vg.

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- _ _ _ _ _  #####
- _ _ _ _ _  P O R T   T O W N [aero dive]  - _ _ _ _ _
- _ _ _ _ _  #####

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~DIFFICULTY: **
~RECOMMENDED VEHICLE: Death Anchor
~RECOMMENDED METER SETTING: 60% Max Speed

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TIME ATTACK ADVICE
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There are a few great vehicles to use in this, most notably Spark Moon, Astro Robin, Deep Claw, Death Anchor, and Rolling Turtle. This is one of my absolute favorite courses to play on, as you can gain added speed that even the Staff Ghosts forgot to gain. There are some heavy rolling curves along the way on this course, so it is suggested that you know what you are doing before you try to claim that top internet ranking and such. Best of luck to you.

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OVERALL COURSE

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Starting the stage off, you will want to trail over towards the left and hit the booster icon up ahead, which will send you down a line of platforms that cut off. Once you pass the checkpoint, these platforms will become our new best friend. Try to stay in a straight line to get as much speed as possible on them. Once the bumps end, you will have to begin turning towards the right very lightly.

You will soon be dropped down onto a platform with a large wall to the right. Hit the booster icon as you pass by (in the middle of the road), and follow along the path. Soon afterwards, you will have to hit the next booster icon that is over to the right alongside the wall as you turn that way. After you stop turning right, the course will begin headed to the left. Oh joy.

After you round the fairly hard turn to the left, you will be dropped down onto another road, where you will soon loop around in a circle. At the beginning of the loop, hit the booster icon in the center of the loop to gain speed. Soon after this, you must hit another booster icon in the center followed by one final booster icon that will send you speeding off of a cliff.

While you are soaring through the air, you will have to even your vehicle out by leaning forward (press Up on the control stick) ever-so slightly, as the longer you are in the air and going forward, the more speed you will pick up as you zoom across the skies. Splendid! Once you land, you will be on the second set of platform that you will "fall down" as you drive along. This is your second "pick up speed" point on the second and third laps. As for now, just keep your vehicle straight to pick up some added speed.

Once you get through with that second set of bumping platforms, you will have to deal with turn to the right, and hitting a booster icon. You will begin going through an ordeal of several bumping platforms that are longer, and confusing in direction. Go to the left on the first one, and stay left as you go down some more. Begin turning right slightly until you land solidly.

Hit the upcoming booster icon on left, and you will go up a sloping hill. Quickly go to the right and hit the booster icon. Ignore the Health Recharge Pad to the left for now unless you actually need health (which you shouldn't), and hit the booster icons on the right instead. Pass the checkpoint, and begin boosting.

As you boost down the bumping platforms, you will pass a LOT of vehicles if you are in the Grand Prix (unless you were in first already, in which good job, and you will gain even more speed and time on your opponents behind you). Boost a total of two times here, and let up off of the booster as you come to a brief landing before being dragged back into action.

Save your boosters until you reach the area beyond the part of the course with the high wall to the right. Boost once after this while you turn (you should be fine, if you keep in control of your vehicle), and hit all of the booster icons as you go up for the big plunge down below. Level out your vehicle, and once you land, boost twice more. You will want to conserve your last few saves for the area right before the sloping hill where you recharge your health. Repeat everything exactly

like you did on the second lap to get the easy victory.

Vh.

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- - - - -  GREEN PLANT [mobius ring]  - - - - -
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~DIFFICULTY: ***

~RECOMMENDED VEHICLE: Iron Tiger

~RECOMMENDED METER SETTING: 80% Max Speed

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TIME ATTACK ADVICE
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If you are feeling very confident about your racing performance on this track, then by all means, set it to 100% Max Speed. Hell, I even do that. But if you do not handle well under the bumps and lumps in the roads of this course, I suggest either 70% to 80% Max Speed instead. The Iron Tiger is the ideal vehicle here due to the fact that the weight and grip of the vehicle keep it in place very well without sliding into the walls when going top speed on those slight turns. Very well rounded, overall.

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OVERALL COURSE
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On this course, you will want to start out steady, with a nice beginning to the stage by hitting the booster icon. Soon after this, the course begins moving ever-so slowly to the right. Get in between the two yellow lines in the center of the road, and you will soon hit a booster icon to get ahead of the pack (if you are in Grand Prix, hold off to the left slightly to pass the vehicles).

Soon after the two booster icons, you will be on a straightaway path for full gliding ahead. Soon, you will notice arrows pointing left, so begin turning moderately towards the left. Get in the center of the road, and the road will begin to shift where the center sinks in, and the sides rise above it. In the center of the road, there is a Health Recharge Pad. Stay in one position without moving much to get the most speed out of this path.

Upcoming, you will find a few landmines lying around the stage that you can avoid in the center of the road, and you will have to begin turning to the left at a light to moderate speed. As you take in the beautiful scenery as the road becomes a straightaway, do not get distracted too much, as you will hit a small speed bump, and have to shift over to the right quickly.

After you get through with the small speed bump, you will have to deal with the course turning further right, and the grounds becoming uneven yet again. Position yourself in the center of the course, and you will soon drive into the second Health Recharge Pad. I love Health Recharge Pads near the end of the lap, as it makes for extra boosts that you get towards the finish of the third lap. Anyways, the center stays on ever ground, while the sides will sink it, somewhat opposite to the last

Health Recharge Pad. Stay in the center to keep your speed up, and cross the checkpoint.

You know, the second and third laps on this stage are absolutely simple. Begin boosting as soon as you cross the checkpoint, and take breaks from boosting to hit the booster icons instead. Keep boosting afterwards, but slow down once you reach the first Health Recharge Pad. Carefully drive into it, and fill up your health. Boost out of it. Begin using all of your boost by boosting ever three seconds or so, and fill up at the second Health Recharge Pad. Be sure to also watch out for that nasty speed bump on the last two laps. Repeat the same steps on the last lap to get the good time/victory.

Vi.

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_ _ _ _ _  #####
- - - - -  P O R T   T O W N [long pipe]  - - - - -
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~DIFFICULTY: ***

~RECOMMENDED VEHICLE: Golden Fox

~RECOMMENDED METER SETTING: 100% Max Speed

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TIME ATTACK ADVICE
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You will need a vehicle with excellent boost throughout this course, as there is only one Health Recharge Pad in the entire stage. The Golden Fox is a great selection, as his grip is not as bad as the rating indicates, and all you need the grip for is just getting through the graters at the end of the course, anyway. There are a lot of booster icons that you can easily miss throughout this course, so making up for it with the boosters is very important in this case. 100% Max Speed is good, as long as you do not hit the fan pillars/graters and such, which you likely will not.

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OVERALL COURSE
=====

Stages like this, as well as Fire Field [Cylinder Knot] and such are very hard to write a strategy for, so try sticking with me throughout this course strategy, mmmk? Good. Starting the course out, you will drive straight into a gigantic tube. You will turn left very slightly, and then soon turn right in the same exact manner. On the left side of the wall in a booster icon, so be sure to hit it.

After you hit the booster icon, you will want to move forward and to the right to hit the second booster icon. Begin slowly trailing towards the ceiling area of the course to hit the third booster (staying straight and slowly flowing towards the right is great for your top speed rather than simply jerking over there). From this booster icon, begin drifting (not literally, just figuratively) to the left and hit the next booster icon.

Slowly pull right just a tiny bit and hit the next booster icon, which leads to another booster icon as you drive straight along the path.

Begin moving to the left and you will want to hit the booster icon on the ceiling from where you were. You will now exit the booster part of the tube, and to a second tube where two pillars that rotate the fan inside of the tube and slowly turning. These are very easy to avoid.

Fall down into the third tube, where more of those fan pillars are rotating at, and begin moving along the left side of the wall to hit the booster icon. Drop down to the next level and avoid the six fan pillars that move here. Trail over towards the right and hit the booster icon that is slightly pushed onto the wall area of the course.

Moving on, we will begin moving downward into a long tube where you can hit a booster icon on the slight left from where you were. Straight ahead, you will come across another booster icon, so be sure to hit it (it is straight ahead). You will soon discover that there are five speed bumps that you will hit to slow your speed down a little bit, and a booster icon to the immediate right of the speed bumps. Go straight a little bit, and run over the booster icon on the right wall.

Follow the path that this booster icon is on, and you will run into another booster icon. You will fall into an "elbow" of sorts, and have to avoid caution boards that corrupt the flow of the tunnel. Here they are in order: Right, left, right-center, left, left, center, left, bottom row of booster icons, left and right together, line of three on direct left (get on the right side to avoid), and then you will deal with the graters, which look like two pound signs (#) put together. Get in between one of the squares to cross through.

Even yourself out so you do not fall out of the course, and get on the right side of the stage to collect health in the only Health Recharge Pad on the entire course. Pass the checkpoint, and boost twice before you reach the fan pillars. Boost three to four times before you reach the cautions boards, and once more (if you have any left) before you reach the Health Recharge Pad. Repeat these steps on lap three for an easy victory by around 6 seconds or so, if you did everything correctly.

Vj.

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- _ _ _ _ _  #####
- _ _ _ _ _  M U T E C I T Y [serial gaps]  - _ _ _ _ _
- _ _ _ _ _  #####
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~DIFFICULTY: ****
~RECOMMENDED VEHICLE: Astro Robin
~RECOMMENDED METER SETTING: 50% Even

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TIME ATTACK ADVICE
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Boy, oh boy... People generally despise this course, and if you have played it, you know why. This place is dangerous, and hard to get a good time on, so put your meter settings around 50% even (in the middle). There are a lot of really harsh turns that are sort of jerky throughout this course, so you will definitely need a decent vehicle with a lot of grip that is light, so Astro Robin and the Rolling Turtle both work wonders in this stage. Plus, you can fly easily with these two vehicles, something that is vital in this course.

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OVERALL COURSE
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Starting the course out, you will have to drive over towards the left in the center of the road and hit the booster icon. Shortly after you run over the booster icon, you will be forced to turn swiftly to the left, and then a big rolling turn towards the right soon after that. While you are making this steep turn, you can hit the booster icon towards the left of the road, along the wall.

There will now be a Health Recharge Pad on the left side of the booster icon, which you can hit the second and third times through (but on the first lap, boosting is what counts, so run over that booster icon instead of filling up). You will fly off and drop into a red tunnel shortly below.

Once you are inside of the red tunnel, you will have to go down and back up the path, hitting the Health Recharge Pad in the center of the road. After this, you will have to hit (yes, as in run over) a couple of the landmines here to gain an extra boost to push you out of the tunnel, and onto the roadway towards the middle of the course that shifts left.

Soon after you get through passing this road, you will drop down onto a path below that leads toward the left very gently. You will drop down yet again, and be faced with several jumping icons on the right side of the road, so hit one of them. Position yourself towards the right to glide straight over the current platform and onto the next one, which has a vicious hard right turn.

On this platform, you will be surrounded by ice patches on both sides of your vehicle. Just stay in the center, and turn left on the upcoming turn. Hit the booster icon in the center of the edge of the platform, and you will begin gliding onto one of two different platforms. Here are the descriptions of what you can find on those platforms...

HIGH PLATFORM: This is the platform that we will want to aim for all three times we go around the track. This platform simply winds upward, and there will be a booster icon on the right, so run over it without falling off, as this platform has no rails to it. You will want to fly off of it and hug the left slightly to stay on course. Once you land, go right, and then straight.

LOW PLATFORM: On this platform, you will likely drop and land near the center of the road. On the right side of the road is a very terribly placed dirt patch that will slow you down considerably if you land in it, so aim for the left when you do fall. You will make a big turn up and to the right. There is a fairly large dirt patch on the left here, so avoid it and hit the booster icon along the right side along the wall. You will now be where the high platform let off.

Upcoming, after the two different platforms to choose (or lose) from, is a fairly decent sized Health Recharge Pad. Once you cross the checkpoint, you will want to begin boosting twice until you reach the red tunnel. Fill up your health here, and boost out of the tunnel. Remain in control of your vehicle, and boost once more before you hit the jumping icon. This will send you FLYING, making great time.

Hit the booster once again before you fly off of the platform where you

make your decision on the two options. Try to land up top, and boost one last time before you fly off to land on the straightaway. Repeat these steps for the third and final lap to get an awesome time, or come in the top 5 in the Grand Prix.

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||-----||  
||-----EMERALD CUP-----||  
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Vk.

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-_-_-_-_- F I R E F I E L D [cylinder knot] -_-_-_-_-  
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-DIFFICULTY: **
-RECOMMENDED VEHICLE: Rainbow Phoenix
-RECOMMENDED METER SETTING: 100% Max Speed

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TIME ATTACK ADVICE
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This is one of those tracks that is really cool the first... oh, say... forty times that you play on it. After that, it gets really repetitive and annoying. 100% Max Speed is THE answer to beating the Staff Ghost on this track, as well as a vehicle that has good to great boost, and alright grip. The body doesn't really matter, as you rarely ever get in the way of those pesky walls.

=====
OVERALL COURSE
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Okay, this is one of those tracks that are very tough to write for, so just stay with me here. Starting the course off, you will want to hit the booster icon in the center of the road before it becomes a full fledged outer area of a tube. Stay straight, and you will soon hit another booster icon on the left of the "top" of the tube. You can tell top from bottom by looking at the top of the screen. If skyscrapers and sky are on the top, you are on the top. If lava is on the top, you are on the bottom.

Soon after this, you will want to hit the booster icon on the left side of the tube to get a decent amount of speed. Keep going straight along the left side, and once the track evens out, hit the next booster icon along this path. You will now come up on a series of bumps that will uneven your top speed by a few hundred miles per hour.

After you get by the speed bumps, you will have to follow the path towards the right slightly, and go up on the "hump" in the course, as it widens out more. Afterwards, directly in the center (top) of the course will be a booster icon. Run over it, and turn left along with the course to gain more speed.

Coming up after you round the left turn is another booster icon on the left side of the screen. The course turns left further in the downward spiral, and you must hit the booster icon on the far left side (left side of screen should be lava, right should be skyscrapers). Straight in the center (sky on top) will be another booster icon followed by a quick straightaway.

Soon after you pass the "elbow" of the course, you will now go through an ordeal with a set of three rings that go around the straightaway right here. These rings are connected to the course via metal pillars. If you are going straight in the center (top, with sky/canyons above). You will avoid the first, and hug slightly right to avoid the second.

For the next pillar avoiding confrontation, just remain in the center on top and you should avoid the two on each side of the course. The fourth and final ring with pillars connecting will have three easily avoidable pillars directly in front, zig-zagging to the right (upward). You can avoid them by holding left and going around them, or going in between them. The first option is safer, while the second is faster. Your choice. Drop down, fill up on your health at the Health Recharge Pad, and cross the checkpoint.

Once you cross the checkpoint, you will want to hold on boosting, and instead, hit the three booster icons. After the boosts from them has worn off, you must boost once here, and twice on the upcoming straightaway. Boost once more before you hit the speed bumps, and save the rest of the boost for the straightaway with the rings/pillars. Fill up at the Health Recharge Pad, and repeat as told on the third lap. A very easy boosting course, this is.

V1.

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                GREEN  PLANT [intersection]  -_- -_- -_-
                #####
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- DIFFICULTY: ***
- RECOMMENDED VEHICLE: Fire Stingray/Twin Noritta
- RECOMMENDED METER SETTING: 55% Max Speed

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TIME ATTACK ADVICE
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Oooh, heavy vehicles are VERY good on this course compared to those lightweight due to once simple reason: towards the end of the course, lightweight vehicles can fly off and crash into the tree on the right side. However, during the zig-zag path, lightweight vehicles have an amazing advantage of the heavy ones. If you are truly good at staying on the course, take a lighter vehicle through, such as Twin Noritta or Super Piranha. 50% Even or 55% Max Speed are both good, as it is easy to hit the walls on this one. Enjoy.

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OVERALL COURSE
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-DIFFICULTY: ***

-RECOMMENDED VEHICLE: Rolling Turtle

-RECOMMENDED METER SETTING: 75% Max Speed

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TIME ATTACK ADVICE
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This track can be tricky on lighter vehicles for reasons that are not obviously to the common eye, yet lightweight vehicles are the best source for victories on this course, as a vehicle such as Astro Robin or the Rolling Turtle can get the job done on those rough turns here and there. Because of this reason, we are keeping the Max Speed down to 75%, as you do not want to crash into any walls.

=====
OVERALL COURSE
=====

Starting the course out, you will deal with two options that you can choose: left, or right. So choose one of the two as you approach them...

LEFT-1:

As you join this road, you will need to hug the right side of the middle slightly, far enough to run over the booster icon. The course will take a moderate turn to the left, and you must straighten out your vehicle once you reach the straightaway part of this path. You will want to hit the booster icon in the middle as you go towards the right at the turn, and run over the booster icon on the far right. Even out toward the center of the wall-less road and hit the third booster icon, and head back to the right slightly to hit the jumping icon. This will set you out on the top road, where you can run over several booster icons. If you stay on the lower path, you can hit three booster icons (left, right, middle-right) to the exit.

RIGHT-1:

As you enter the road, you will want to stay on the left side towards the wall to run over the booster icon. After you get the boost, you will have to begin trailing over to the right at a moderate pace. You will reach a straightaway path here that lasts for a second or two, and then leans to the left, so make your turn. After this, there is a Health Recharge Pad that is very long in length, followed by a booster icon on the far right against the edge of the course. After this, directly ahead of this is another booster icon, and one on the left soon after. I recommend only hitting one, as it can get risky. Follow the path.

VERDICT: The left is the number one source for the first lap, with all of the boosts and all. For the next few laps, the right is the correct path, with the whole Health Recharge Pad thing.

At the exit of either path, you will want to hit the booster icon near the end of the fork in the road. You will roll forward, and you will come up on the second optional choice roads.

LEFT-2:

You will want to hit the booster icon at the bend of the path, and turn right after impact. Ignore the left and right paths, and keep following straight. Roll over the booster icon and catch some air, but make a hard left turn to avoid contact with the wall.

RIGHT-2:

Exact like Left-2, only WITHOUT the booster icons. That should tell you something.

VERDICT: Can't you figure that one out for yourself? Just read the description for Right-2 for verdict. =P

After you come out from the path (whichever you might have chosen), you can heal up on either one of the two Health Recharge Pads that you find. Hit the booster icon near the left-center, and follow it to the booster icon along the left wall. Run over it, and roll over the next booster icon along the middle next. This will lead to another booster icon in the middle, soon followed by the booster icon on the left. Hit it, to boot.

LEFT-3:

On this side of the path, you will begin winding down the road extremely fast. In fact, so fast that if you are using a booster (on your second or third lap), you could easily fall straight off of it. There will be a somewhat long straightaway, followed by a bump in the course. Hit the booster icon at the top of the bump on the far right. Go in the center of the course to hit the next booster icon, followed by booster icons along the right wall, and the left wall soon after that. You cannot hit both of these, so just choose one. Soon after this, you will find another booster icon along the left wall, and a fairly straight road leading to another booster icon along the right wall. Roll out of the road into the upcoming path blending line.

RIGHT-3:

This path is a lot like the left. On this side of the path, you will begin winding down the road extremely fast. In fact, so fast that if you are using a booster (on your second or third lap), you could easily fall straight off of it. Stay along the path and hug the right wall to hit the booster icon. The road will become a straightaway; so hit the booster icon on the left, then the right, and then the left. This takes some crafty gripping. Coming up, you will want to hit a booster icon on the left, and then quickly on the right. Follow the path.

VERDICT: It is a VERY close call, but I would give the edge to the Right path, as the booster icons are easier to hit over there than they are to hit along the Left side.

As you mosey your way on out of the optional path, you will want to connect with the booster icon at the end of the intersection. Follow the path and stay in the center of the road. You will come up on a booster icon, so run over it, and choose another path.

LEFT-4:

Speeding as fast as you can currently go, you will want to make contact with the jumping icon and hold the right to land on the right path. Soon after you land, you will have to go to the left and make contact with the second jumping icon. Even your vehicle out to take a nosedive if you are stalling, and land where the Health Recharge Pads are located.

RIGHT-4:

You will have the slight advantage here due to the booster icons, although it can screw you up royally if you do not turn well. Turn at the bend and hit the booster icon, and follow the path straight ahead from here. Round the next corner to run over the second booster icon for the advantage.

this one, so you will definitely wish to keep that Max Speed down a little bit, as it may become an annoyance in you continue to put it on 100% Max Speed and slow down with every chance given. I suggest taking a drifting character such as the Super Piranha in this case, as those damn Big Blue tracks LOVE those drifting characters, this one especially.

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OVERALL COURSE
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Starting the course off, you will want to go up the high hilltop, and you will drop off from this dangerously high area. Stay straight, and you will fall on a completely safe path. Make the hard right turn, followed by a left turn to counter it. Take the straight path, leading up the hill, to get the best possible time.

Stay straight as you fly off of this hill, and you will land safe and sound. Make a left, and you will face another one of those classic F-Zero course-like maneuvers with the constant bending and such. You will have to turn left slightly, stay on a straight line, and quickly pull right. Go up the hill, and you will fly off once again.

Once again, stay straight while you are in the air, but tilt slightly left to get ahead of the competition (or that good time in Time Attack). You will go up a hill on the left where there is a Health Recharge Pad along the right-side wall while the course curves to see fit. You will go up the tall hill only to fall off to the right slightly.

After you get through landing as safe as a baby in the crib, you will have to face a moderate turn left, which leads back to you trailing towards the right. You will fall off of another cliff, so glide down below, straight ahead. You will have to make a turn to the right, and face a slither platform that goes right and twirls back to the right.

It is here where you will fall down on the most dangerous of the falling cliffs, so hold right a tad bit here to land safely onto the shaded platform. Move slightly right to adjust to the road, and make a sharp left turn followed by a sharp right turn to go up another hill that is actually a cliff. Stay straight, and you will land safely.

On the far right, beyond the ice and dirt patches, is a Health Recharge Pad that you must not use here... yet. Hit the booster icon and go straight ahead onto the sheet of ice, where you will find a second booster icon at. You will soon enter an underwater tunnel that shifts over to the left slowly, and then shifts hard way. It will then shift back to the right hard way, to boot, and straighten out.

Hit the booster icon in the center of the road, and stay adjusted in the middle of the road to stray from the walls that seemingly get smaller. You will soon be taken outside once again, and the course will shift left hard way once again towards the end of the near straightaway. As you progress on this path, hug the left wall to hit another booster icon. Position yourself in the center as the walls begin closing in on you.

You will fly off of the edge, and land directly below where the checkpoint is. You will want to waste your entire boost from here until the Health Recharge Pad. Fill up once you make it here, and waste close to 80% of your booster. Fill up at the next Health Recharge Pad on the right of the ice and dirt patches. From here, the only place you will

into a very large Health Recharge Pad, making One-2 the obvious choice for the second and third laps. After this, the course will shift back together.

ONE-3:

A very straightaway path to begin with, as when you join in on the fun, the road is dead. However, seemingly out of nowhere, the road begins to shift upside-down to the left. You will soon hit a booster icon, and travel along the course as it shifts ever so slowly to the right and left a bit. Hit another booster icon on the way out for an added boost.

VERDICT: One-3 is the best path for the first lap. One-2 is the best path for the second and third laps, as you can speed through with constant boosting due to the large Health Recharge Pad.

TWO-1:

The course will slowly fade back into three separate lines that you must choose. On the left, you will join in the fun fairly easily, and hit a booster icon as the course comes up on a hill. The road will slightly shift towards the left, so be prepared if you have your hand off of the control stick. You will soon come up on a large Health Recharge Pad that shifts right slightly. From here, the course shift back together.

TWO-2:

The road starts out curving towards the right very slightly before evening out into a straightaway. Once again, the course will slowly turn to the right, so go along with it by barely pushing the control stick in that direction. Up and down the hills you go, as the course begins shifting towards the left this time. You will come up on a fairly large Health Recharge Pad instead of any booster icons. A pretty weak path, to be frank.

TWO-3:

Boy, this is the straightest beginning to a path in this entire course. Very simple, easy to go about and everything. Very easy on the hands and such. The course turns VERY slightly to the left as you go up and down several hill-ish areas. You will come up on an extremely long Health Recharge Pad, followed by a booster icon that will send you out into the connected paths once again.

VERDICT: Two-3 is the absolute best path for all three laps, as you can get your booster icon on lap one, and you can boost all the way through on the second and third laps fairly easily. Very much appreciated.

THREE-1:

The course slowly shifts right, and comes up on a booster icon on the hill-ish area. After the booster icon is ran over, the course shifts while maintaining the straightaway look, and soon runs dry, sending you flying off of the cliff. Stay in the air quite a long time as the course sends you down to Four-2.

THREE-2:

As you start out on the middle path, the course is a straightaway, when a slight speed bump changes things to shifting towards the right out of nowhere as a light to moderate pace. The road straightens out, only to bend to the right further. A booster icon is up ahead, and is the "middle" booster icon opposed to the other two paths. You will now fly off of the course, and have to land below onto Four-3, but try to get as much air as possible before landing.

THREE-3:

This green arrowed path will shift up and to the left, then level itself out accordingly with ease as it begins winding to the left in a moderate manner. This is a fairly hard path compared to the other two, but it does give you a well needed booster icon right at the ledge of the course before the push-off. Stay in air as long as you can, and fall down onto Four-1.

VERDICT: Three-3 is the ideal path for the first lap of the track, however, I suggest choosing Three-1 for the other two laps, as Four-2 (the path you land on) is the best one out of the three Fours for boosting purposes.

FOUR-1:

You will land onto Four-1 from the Three-3 path. As soon as you come crashing down, you will be on the path with the Health Recharge Pad directly under you as soon as possible. It is medium to short in length. It is a straightaway path that bends right every now and then, and then jerks right as all three paths become one.

FOUR-2:

You can reach the path Four-2 by taking the path Three-1. Glide your way down to the track ever-so slowly to pick up speed, and once you land, be sure to even yourself out and roll up and down the hills that rest here. You will soon enter a Health Recharge Pad to heal up. The other two paths will blend into the one you are currently on to morph into one path.

FOUR-3:

You will fall onto Four-3 from Three-2, the middle path. As soon as you get done with your hang-gliding and land safely, you will go up and down a series of three hills that lead straight into a Health Recharge Pad. Soon after this, the road will shift over towards the left to be combined into the other two roads for good measure.

VERDICT: Four-2. Easily. Without a doubt or any hesitation. Four-2. The best second and third lap choice due to the complete straightaway for boosting purposes.

FIVE-1:

Boy, this is like playing a snowboarding game and going up a hill only to wipeout. Level yourself out after you hit the tidal wave of a floor, and the ground will even out only to jerk back towards the left again. Ouch. You will hit a booster icon as the stage continues rolling left. Walls will surround you as you pass a Health Recharge Pad in medium length. You will roll out onto Six-2. Follow straight ahead and pass the checkpoint.

FIVE-2:

The easiest path of the three deals will no harsh "getting on" features, just a mere straightaway that can be easily enjoyed, provided you have a booster. The course shifting slowly towards the right. You will hit a booster icon as the walls around the line appear, and enter the Health Recharge Pad to heal your health up. You will land in Six-1, so keep on straight ahead and pass the checkpoint.

FIVE-3:

As soon as you get onto the right path on the fifth optional road series, you will be sent to the right, but even out towards the left for when you get through into the straightaway path soon after. You will hit

a booster icon on this simple straightaway, and be sent gliding down until you hit the soft turn where you must go to the left. A Health Recharge Pad will be waiting for you on the awkward turn, so collect as much health as possible. This will let you off at Six-3. Keep going straight and pass the checkpoint.

VERDICT: Five-2 is easily the best option, as you have both your booster icon and large Health Recharge Pad for boosting, as well as the fact that Four-2 combined with Five-2 is simply brilliant for you booster lovers. It is also the easiest path to keep your balance on, might I add.

For the last two laps, just follow the center path while boosting non-stop. That is until you get to the third series, where you should take Three-1 that will let you off at Four-2. Keep on going straight here, boosting your tail off while collecting speed over your opponents. Nice goin', Fonzie.

R E A D E R T I P S

Reader Goldenguy sent in this strategy...

"Car: The biggest car you can turn effectively. Preferably Black Bull or larger.

Settings: All the way to maxspeed.

First lap: Take one of the side forks first, then at the next junction, take the middle fork. When you see a boost on a road to the right, jump onto that road for the boost. Keep driving on this road and when you see a boost on another road to the right, jump and take that one too. Take your choice of a fork on the third junction. Keep the stick up on the jump. Take your choice of forks the rest of the way through.

Second & Third laps: Boost through the middle fork first for the big refiller. Choose the middle fork again at the next junction and boost through to the refiller. After this, take whichever fork you want, but aim for the middle road after you jump. Don't boost in the air, wait 'till you hit the ground. If you boost in the air, you'll have no more boost and enter the refiller at around 1100km/h. If you boost after you hit the ground, you should enter around 1500km/h+. Boost all the way through the end of the lap and into the third lap. On the third lap you'll probably run out of energy before you hit some of the refiller.

This strategy should earn a good enough time to beat the staff ghost."

Vq.

- - - - - *****
- - - - - S A N D O C E A N [lateral shift] - - - - -
- - - - - *****

-DIFFICULTY: ****
-RECOMMENDED VEHICLE: Blue Falcon
-RECOMMENDED METER SETTING: 60% Max Speed

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TIME ATTACK ADVICE

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Boy, there are a lot of problems to be had in this course, let me tell ya... You will encounter several sharp turns, as the course cuts off at certain spots, as a good grip is VERY necessary to place well with a great time. Towards the end of the lap, you will find two areas with no walls that cut in the middle, which is VERY deadly. Weight should be light, and grip should be either a B or A. Just make sure you have your vehicle in your control at all times.

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OVERALL COURSE

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Starting the course off, you will want to take notice of the booster icon straight ahead in the middle, and run over it to gain some boost. Up ahead, glide to the left to avoid from falling off of the stage. These dead ends are the main gimmick throughout this course, so be sure to keep an open eye at all times during this race.

After you get through shifting to the left, you will want to hit the booster icon up ahead and in the center. The course begins trailing to the right slightly, and another booster icon lies in the center of the road, so run over it, as well. It is here that you will want to shift over to the left as soon as possible to avoid another dead end.

Once over here, you will need to keep on the gas and pass over to the right once the dead end approaches. Afterwards, you will need to hit the booster icon, and either collect some health from the Health Recharge Pads on both sides of your vehicle or ignore them completely. Afterwards, hit another booster icon, and change over to the right lane to avoid another dead end.

In this lane, the walls will close in slightly before letting up. You will now be inside of a big cave, Sand Ocean-style. Shift over to the right again to avoid the dead end falloff point, and avoid the second dead end by shifting to the right again. There are two more Health Recharge Pads on each side of your vehicle, so either fill up on energy or forget about it.

The walls close in soon after the two Health Recharge Pads, so get in the center of the road to avoid hitting them. Soon after this, you will have to ease on over to the left to avoid the dead end, and once this is done, go back over to the right to avoid the next dead end. You will go up a hill that is turning right, which leads to the outside area of the stage once again.

Once you are out here again, you will want to hit the booster icon at the exit, and quickly trail to the right to avoid falling off of the course. There are no walls in these parts, only on the turns. You will have to switch lanes to the right once again, and you will drive across an uneven surface that tilts you towards the left slightly, followed by a dead end, so shift over to the left and hit the booster icon for good measure.

After this is over with, you will have to make a deep turn to the left, which will soon even out to perfection. Coming up, there will be a dead end, so you must go to the right. Even your vehicle out in the center, as the road soon closes in on just one tiny stretch of land. You MUST be

in the center. If you are playing the Grand Prix, you MUST be ahead of the pack by now, or else they could knock you off here with those damn spinning moves.

Once you get this ordeal with, you will have to go left to avoid yet another dead end, the last of the course's layout. Get in the center of the road once again to avoid from falling off of the course. Soon after this, you will have to make a steep right turn at the hill. In the center, you can hit a booster icon. On the left is a Health Recharge Pad. Straight ahead, the walls close in to slow you down. Position yourself in the center, and pass the checkpoint.

With the first lap over with by now, you must boost in the following places on both the second and third laps: boost all the way through, avoiding all of the dead ends along the way, to the first set of Health Recharge Pads, where you can restore your life. This is important, as it is practically a free boosting period.

Once again, from here until you reach the next pair of Health Recharge Pads, you must use up all of your boosts, as it is just like getting a free set of boosters with how close the Health Recharge Pads are. Use one before the first outside turn, and boost twice after you are secured on the "side falling" area of the road. Boost on the Health Recharge Pad, position yourself in the center, and cross the checkpoint.

Vr.

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_ _ _ _ _  F I R E  F I E L D [undulation]  _ _ _ _ _
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- DIFFICULTY: ****
- RECOMMENDED VEHICLE: Fat Shark
- RECOMMENDED METER SETTING: 100% Max Speed

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TIME ATTACK ADVICE

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There are VERY few walls on this course, which is why taking a big, heavy vehicle and going with 100% Max Speed is the key to success in unlocking AND defeating the Staff Ghost. Personally, I used a Frost Lynx G4 is defeat the Staff Ghost (see the User Created Vehicles section for more details), but the Fat Shark or Black Bull works wonders, as well, mainly due to the Fat Shark being so bulky in stature.

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OVERALL COURSE

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Ahhh, Fire Field [Undulation]... One of my favorite tracks, and I have no clue why. A lot of people struggle on this course, yet I always seem to finish at the top spot without even trying, which is why I am writing this FAQ: to provide you, the gamer, with information to succeed. Start out by holding your gas and slowly moving up and down the set of hills that the track provides, slowly curving towards the left.

After four of the hill roadways, you will be right near a Health

Recharge Pad that is to the right of the road. This track has no walls, for the most part, so do not get TOO close to the edge of the track, as you could fall off. Keep your vehicle in place without any sudden jerks or bends, as when you take it slowly, your Max Speed only gets higher until the breaking point.

Soon after the Health Recharge Pad has been crossed, you will want to stay straight as you fly from the course dropping off to increase speed, and hit the jumping icon on the left at the bottom of the hill. Cut a hard left to avoid going off of the track in air, and nosedive LIGHTLY after you make it over the melted pillar in mid-air.

Once you land, you will be on a road that is warped from the heat, so there will be tons of bumps to bruise you in the road. Thankfully, there are walls in this area. Just stay in control, and you should come out without a scratch on your poor little body. After this, you will come up on another hill that will send you crashing down after you make it to the top.

Yes, you will yet again find a hill-like road up ahead, and turn slightly to the right to collect some health from the Health Recharge Pad. Directly after this, you will want to turn left slightly, and go to the left side to collect more health from the next Health Recharge Pad (yes, there are two that are not together for once). After this, you will have to hit one of the two booster icons on the far sides of both of the road.

Follow the straightaway path that is dead ahead, and you will take a tumbling fall, down far below this path. As you are falling, you will want to even your vehicle out so it will not crash down, but will not slowly drift down like a feather, either. Make it completely even, and follow the straightaway that is ahead of you.

The straightaway will suddenly jerk to the left a slight bit, and the flooring becomes warped from the heat once more. Ouch. You will DEFINITELY want to hit the jumping icon to pass over the warped parts of the road completely (you will likely still catch a few bumps, but nothing major), and hit either one of the two booster icons on either side of the path. The walls close in VERY tight on your vehicle, so be careful (drive in the center of the road to avoid this problem).

Cross the checkpoint, and you will now have boost power! Awesome, so go ahead and burn some of that booster away. In fact, do not even begin to let off of it until you reach the first Health Recharge Pad. Fill up, and carry on with your boosting. Hit the jumping icon and cut left, and you should be making good time like this.

Continue boosting your poor ass off, and fill up at one of the two Health Recharge Pads. After this, boost one about a second before you fly off of the cliff, and even your vehicle out. Boost once more as soon as you land, and once again near the jumping icon. Nosedive if you are about to hit the fallen pillar. Save up the rest of your booster for the next lap, and repeat as stated in the past two paragraphs.

R E A D E R T I P S

Steven sends this tip...

"on the fire field undulation track, before the really big jump (you know the one where you first have to get either the right or the left booster). take the left booster and fall off on the left somewhere halfway up the slope. now, as you said in your faq, level your car and you should easily be able to reach the track further up ahead. this tactic got me in first place from 15th or so in the first lap on master class!!"

Vs.

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- _ _ _ _ _  A E R O P O L I S [dragon slope]  _ _ _ _ _
- _ _ _ _ _  A E R O P O L I S [dragon slope]  _ _ _ _ _
  A E R O P O L I S [dragon slope]
  A E R O P O L I S [dragon slope]

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- DIFFICULTY: *****
- RECOMMENDED VEHICLE: Little Wyvern
- RECOMMENDED METER SETTING: 60% Max Speed

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TIME ATTACK ADVICE

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God, I am absolutely terrible at this course, but I will give the best advice humanly possible, I suppose. If you go too fast on this course, and your vehicle weighs over 1500kg, you can and will fly off of the course in the booster/Health Recharge Pad combo areas, so try to take it easy on the booster here, hence why we are not as 100% Max Speed. 50% Even or 60% Max Speed should be plenty for the Staff Ghost while boosting on the first Health Recharge Pad.

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OVERALL COURSE

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Starting the course off, you will instantly find that there is a booster icon in the center of the road, so definitely hit it. On the right side of the road, there will be a long path with a Health Recharge Pad strung out across it. The course makes a semi-hard left turn here, so even yourself out. There is a straightaway here for a few seconds before you eventually come up on a booster icon, so make sure you run over it.

After you run over the booster icon, you will notice another Health Recharge Pad to the left. The course makes another semi-hard turn, this time to the right, so do what you do best (which is hopefully turning). Another straightaway is dead ahead for the time being, as you soon come up on the third booster icon, so definitely hit it. This time, there will be a semi-hard left turn once again, but no Health Recharge Pad to support it.

Once you have rounded out on the hard turn to the left, you will want to hit either one of the two booster icons on either side of the course, near the walls. Go into the center of the road soon after you hit the booster icon to hit another booster icon before driving off of the course completely. BIG air time here, folks.

There are three tiers that you can land on. The higher the platform, the better the overall time for the course is. It is impossible to land on the highest tier without your booster, so don't even begin to try it.

You will likely land on the lowest platform of the three, but do not worry. Keep on driving, and stay straight ahead.

You will hit a booster icon, and likely land on the second tier of the three options, so even yourself out and run over the booster icon to get a good enough boost to possibly land on the top tier of the three options. Hit the booster icon once again, and you will take the big plunge to the lowest level of the entire course.

Once you land down here, you will want to carry on straight ahead, and once the road begins to twist slightly, run over the booster icon in the center of the road. The course will bend slightly left, and turn into a sheet of ice in the middle of the road, and two dirt patches alongside of the ice patch. With no walls around the dirt patches, you obviously want to stay in the center (ice patch) and drift without drifting towards the right ever so gently.

After you have made it out of that icy hell hole, you will come up on a Health Recharge Pad in the center of the roads as you "climb" the hill. About a second after the Health Recharge Pad ends, you will have to make a sharp left turn on a tidal wave path up ahead. After you round the corner, you will encounter a path that leads right, but then jerks left. This is where a lot of gamers get trapped on the third lap, as vehicles can surround them and push them into the walls as the walls close it.

Stay in the center of the road, and the corridor will now shrink to the middle. As it twirls to the right, the walls will let up and go back to where they should be ever-so slowly. There is traffic hovering above, so this area looks like the checkpoint, but it is not. For the life of me, I always waste all of my boost here and it is never even the real checkpoint. Go figure.

After you pass the "fake checkpoint" area, you will have a major drop-off in this area, as you will be sent flying downward if you were going at a decent speed. The course, as you can clearly see, jerks to the right, and back to the left for the curving left turn followed by a booster icon that leads to the right. The checkpoint is up ahead, finally.

You will want to begin boosting, but ease up off of it before you reach the booster icon and the turn if you are a heavy vehicle, as you can easily fall off of the course itself without notice. Must be a terrible glitch. Boost in between the booster icons, but still hit the booster icons. If you are a light vehicle, just boost until you reach the second Health Recharge Pad, and boost twice after that to get to the third tier (highest level).

After the drop-off points (where you should not boost), boost once before the ice patch, and once on the ice patch. Fill up your health at the Health Recharge Pad, and boost once you have secured yourself on the thin road, and once before the fake checkpoint. This will give you great speed down the mountain. Use a couple of boosts before the checkpoint, wherever you see fit. Repeat these steps on the third lap for a secured victory.

R E A D E R T I P S

Reader Evan "Boo" Fraser sends in this information...

Just in case you're interested, as I saw you have some trouble with anything weighing over 1500kg on this course..

I currently run the Super Jaguar -Z (I think that's the name), a BBA, consisting of the Valiant Jaguar, Super Lynx and Triple -Z, which weighs in at a fairly hefty 2120kg. I keep it tuned mostly to a notch and a half below Max Speed for most courses, except for ones with the majour falls. I've had no trouble with Dragon Slope.

Now, I'm not sure which part of the course you were referring to, but I think you meant the sharp corners with the booster just before and the recharges off to both sides. If I'm wrong, tell me so, and I'll see how I handle wherever it is you meant.

I run my Jaguar like a drifting machine. Those first two sharp corners, I hit the booster and health boost if possible, and then absolutely hammer on the drift. Slam L and R home and throw the stick to the side. Those corners are about the limit of that machine's sharp cornering ability, which means it barrels through them without much micro-managing. The third gives me trouble, because it looks like the first two, but it's a bit shallower, so I tend to knock the inside of it with my nose. This strategy seems to work for all three laps, as the opposing cars seem to get a little confused. Also, the Jaguar carries enough weight to shoulder its way through some of the traffic coming through there, and enough speed to stay ahead of it. Not really a strategy, but just the way I do it in a car that weighs over 1500kg..

Oh yeah, the ice part. Again, due to the weight, this thing has little trouble on the ice. Just be gentle with it. The ice doesn't curve very much, thankfully, so if you're calm and careful in there you can come out of that in the center and straight onto the recharge pad. It just winds up snaking a bit on the ice."

And reader eggit sends us this tip...

"You said...

"There are three tiers that you can land on. The higher the platform, the better the overall time for the course is. It is impossible to land on the highest tier without your booster, so don't even begin to try it. You will likely land on the lowest platform of the three, but do not worry. Keep on driving, and stay straight ahead. "

I would like to inform you that this statement is incorrect. In fact, in my Bright Swallow-Z (Bright Spear, Funny Swallow, Triple-z) Which appears to have godly flying capabilities (hidden stat?) I can get across the ENTIRE gap without landing on ANY of the tiers or using boosters. It jumps well on other levels too like Areo Dive where I can jump off the big drop clear over all the little drops and then some, and half pipe, where i can jump from the second to last straightaway all the way over to the finish line (I make the gap but the game makes me fall through the track]=)"

Vt.

-DIFFICULTY: *****
-RECOMMENDED VEHICLE: Spark Moon
-RECOMMENDED METER SETTING: 40% Acceleration

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TIME ATTACK ADVICE
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This is one of those courses that practically everybody is terrible on, and I suppose I am no exception, usually finishing around twelfth in the Grand Prix mode. However, I suppose things must get done. I know most of you are saying "40% Acceleration?? People actually USE acceleration in this game??" but, it is the only way I can even finish within a second of the Ghost Staff time. Choose any vehicle that is a medium or light load with good grip, basically, as they are the best outfitted for the job.

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OVERALL COURSE
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Starting this dreadful course off, you will want to begin turning to the right VERY slowly, eventually getting where you need to go. Turn right slightly once again, and the road will begin a straightaway... all the way at the bottom. There is a huge downward area here where you will start flying across the track if you are going fast, which is great for getting ahead of the competition.

Hit the booster icon in the center of the road at the lowest point of this area of the stage, and you will begin "climbing" back up towards the top of the course. There are two options that you can take up ahead, the left and the right. The left will put you out on the right, and vice versa. It is entirely up to you, as neither has any real advantage.

After you get through with the optional path road, you will want to turn right at the strong turn point, and either choose the right or left lane. On the left lane, you will find a booster icon right at the start. On the right lane, the booster icon will be at the very end of the path. I prefer the left lane, as you will want to slow down after the second optional choice exit.

At the end of the second optional choice path, you will face instant death: you must hug the right side of the stage AFTER the icy patch. You can collect some health from the booby-trapped Health Recharge Pad on the left side of the course, but get back over to the right before the track ends on the left side.

You will have to make a harsh left turn once you are in the safe zone, and you will be let out on another Health Recharge Platform. Sadly, up ahead on the right, the track will end again. Just peachy. So instead of hugging right, hug left, and run over the booster icon along the way for good measure.

As soon as the course becomes an open road once again, you will notice a Health Recharge Pad on the left, and one soon after it along the right-side wall of the road. You will want to stay in the CENTER of the road, as the direct left or direct right will lead to a path that is no longer

on the course, if you know what I mean. After this, you must deal with a difficult right turn that will soon lead to the open field with VERY large Health Recharge Pads on both sides of the stage, followed by the checkpoint.

After you have crossed the checkpoint for the first time, boost once from the get-go. You will want to use a second and third boost before the drop-off point on the course to gain great time on the clock, or a great position. Boost twice more before the first booby-trapped Health Recharge Pad, and boost in between them. Keep on boosting after the third and final booby-trapped dual Health Recharge Pads. Repeat these steps on the third and final lap to secure a so-so place, or to unlock the Staff Ghost.

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Vu.

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-_-_-_-_-  M U T E   C I T Y [sonic oval]  -_-_-_-_-
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- DIFFICULTY: *
- RECOMMENDED VEHICLE: Fat Shark/Iron Tiger
- RECOMMENDED METER SETTING: 100% Max Speed

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TIME ATTACK ADVICE

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The reason that I selected two very different characters in Iron Tiger and Fat Shark is due to the fact that they are both well for this course. Fat Shark heavy enough to pick up great speed, and while his corner rounding skills are terrible, you do not need them here. While Iron Tiger's boost is terrible, he happens to hold my best record (beating the Staff Ghost by 1.4 seconds) without snaking. 100% Max Speed, because this course is incredibly easy.

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OVERALL COURSE

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Players of the Story Mode will recognize this as the track that Captain Falcon goes through in his first chapter of the Story Mode, the one with all of the capsules. It is not as annoying here, because you need not collect anything at all. Take off from the start, and be sure to hit the booster icon in the right-center of the course as you go along.

As you make that rounding left corner, you will hit a booster icon near

the center. Stay in the middle of the road as you approach the Health Recharge Pad, and you will hit the third booster icon of the course. On either of the two sides, there is a single booster icon near the side with the Health Recharge Pad. Run over one of them.

You will have to come up on a slowly moving turn to the left, where another booster icon happens to lay. On the right, alongside of the wall, is another Health Recharge Pad, which will come in handy on the second and third laps. Run over the booster icon in the center of the road, and once you pass the checkpoint, you will want to boost from here on out without stopping, not even once. Fill up at both Health Recharge Pads, and you will be home free. Easiest track in the game, obviously.

Vv.

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- - - - - A E R O P O L I S [screwdrive] - - - - -  
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- DIFFICULTY: **
- RECOMMENDED VEHICLE: Rainbow Phoenix
- RECOMMENDED METER SETTING: 70% Max Speed

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TIME ATTACK ADVICE
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This is one of the tracks I have a tough time with in the Master Grand Prix, but I can kick some serious ass in the Time Attack with the Rainbow Phoenix. In this stage, you will face some serious hard way turns, so complete the turns by turning your Max Speed down to 70%, unless you want to drift, which removes a lot of speed from your top overall.

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OVERALL COURSE
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Starting the course off, you will want to adjust to the course as it begins turning to the right, and pulls left at a moderate pace. This is annoyingly simple stuff, but it soon gets more complicated. One of the reasons this course is tough on the Grand Prix is due to the lack of booster icons compared to most courses in the game.

You will soon come up on some Health Recharge Pads as the track softly drifts to the left. To get the most health out of these Health Recharge Pads, you will want to stay on the outer left edge of the one on the right. As you carry on, the course hits a small bump to the right, and drifts further right, only to stray back over on the left before a large straightaway.

After the straightaway, you will have to either hold the left fairly hard to make the hard way turn up here, or drift (L Trigger + R Trigger) around the corner. Hit the booster icon to the right of the Health Recharge Pad, and you will soon pass the checkpoint. You will want to use your entire boost here, and fill up at the Health Recharge Pads coming up. Afterwards, boost until you have 10-20% of your booster left, and make the hard turn. Fill up at the Health Recharge Pad, and repeat

this on the third lap.

Vw.

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- _ _ _ _ _  O U T E R   S P A C E [meteor stream]  - _ _ _ _ _
- _ _ _ _ _  O U T E R   S P A C E [meteor stream]  - _ _ _ _ _

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- DIFFICULTY: ***
- RECOMMENDED VEHICLE: Cosmic Dolphin/Mad Wolf
- RECOMMENDED METER SETTING: 80% Max Speed

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TIME ATTACK ADVICE

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Ahh, one of my favorites. Meteor Stream is an awesome stage due to the lovely (and different) background. This stage is fairly straightaway, although strange would the "half-tube" effect that looks warped. Believe it or not, I would choose the Cosmic Dolphin for this stage, as I have my best time with him, however, I would try out the Mad Wolf in case you do not click with the Cosmic Dolphin. Overall, there is only one really rough turn in this stage, so go for it, tiger.

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OVERALL COURSE

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Starting the course off, you will want to drive towards the center of the road, and you will soon fall off of this platform. You will land down below, where you can find a booster icon in the center of the road. Hit it, and follow the two orange lines on the ground to line up with a second booster icon that you can roll over for added boost.

This will lead you straight into an icy paved tunnel, which is full of ice from top to bottom. Stay along the bottom of the path to gain as much speed as possible, and hit the next booster icon after the right turn, going to the left. As you reach the regular path, line up with the orange lines once again to hit another booster icon.

After this, you will once again want to stay in the center of the orange lines, as they will lead you to another booster icon. This will lead you into the second icy cave, where the entire course seems to twirl in a vertigo sequence. Try to remain in the center of the track, as you exit you will hit another booster icon, followed by another if you manage to stay in the middle with the orange lines.

Another icy cave, where a Health Recharge Pad rests at the end of it, so stay near the center. Afterwards, you will be launched into the air. Coming up, there will be a fork in the road. The left contains two Health Recharge Pads, which are GREAT for the second and third laps. The right is where we will want to go for now.

Hit the booster icon in the middle of the road as you enter the path to the right, and stay in the center of the road as you turn moderately to the right to come across a second booster icon. Follow those white lines to hit the third and final "exclusive-to-right" booster icons. Hit the one in the center as the paths merge, and follow the path slightly left, and a big turn right.

Pass the checkpoint, and the fun begins! Yay! You will want to hit your booster every three seconds (after the boost it over) here, and fill up on the way out of the oddly shaped tunnels. Use up your entire booster, and take the left path in the fork in the road. Get a free boost when you cross the first Health Recharge Pad. Fill up in full at the second, and repeat as advised on the third lap.

Vx.

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- _ _ _ _ _  #####
- _ _ _ _ _  P O R T  T O W N [cylinder wave]  _ _ _ _ _
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- DIFFICULTY: ****
- RECOMMENDED VEHICLE: Sonic Phantom
- RECOMMENDED METER SETTING: 70% Max Speed

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TIME ATTACK ADVICE

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With this stage, you are in danger towards the end unless you have both a good boost, as well as a great body on your vehicle. Hence, why the Deep Claw is the absolute best option to take on this course and let free. You will encounter more flat-lined tube tracks along the outside (Cylinder Knot), all the while dealing with confusing elements. This is a terrible stage for me; so if my advice is incorrect, please don't murder me. I use around 90% Max Speed and suck that way, so you should use around 70% Max Speed instead.

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OVERALL COURSE

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As the course starts off, you will have to drive forward a little bit to fall off of the platform that you start off on. You will fall onto one of those outer tubes like we encountered back at Fire Field [Cylinder Knot]. Keep driving forward, and hit the booster icon as you come across it. Turn around to the other side of the track, and hit the booster icon near the center down here.

Turn around towards the top of the platform right at the bend to the right to hit the third booster icon. Shortly after this, you will want to go along the right side of this platform to run over the next booster icon. All of this speed sure makes me thirsty. Back on the top of this road, it will shortly become a Health Recharge Pad. Kiss it goodbye, as it will be your new best friend by time those second and third laps roll around.

Upside-down and to the right shortly coming up will be another booster icon, and lord knows we love them. Keep on hugging that right side of the course, and you will be rewarded with another booster icon to run over. Excellent. Straight ahead on the top side, to the slight left from this one is another booster icon, as well as a fork in this obscure road.

On the right, you have a long stretch of Health Recharge Pad, which is a

Godsend for the second and third laps. On the left, however, are two booster icons on a straightaway. I think the first lap choice is obvious enough, eh? You will fall off from this platform to another down below, where you can find another booster icon to the left as the course curves.

There is another booster icon upside-down on the snake-ish platform that we are driving on. You can turn around quickly after this and hit yet another booster icon, if you wish, although it may slow you down some. On the side of the top part of the platform is yet another booster while the course becomes erect and soon becomes tiny. You will fly off, past the checkpoint, so make sure you are driving towards the three yellow rings to stay on the course.

For those final two laps, begin boosting at the beginning of the second lap, and keep on boosting in between hitting those obvious booster icons until you reach the Health Recharge Pad. Continue boosting afterwards until you reach the fork in the path, where you should go right and fill up on your health. Use the booster twice: once before you fly off of this platform, and once before you fly off of the skinny platform, past the checkpoint. Repeat these steps to finish what a decent time, or place in the Grand Prix.

Vy.

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- _ _ _ _ _  xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx - _ _ _ _ _
- _ _ _ _ _  L I G H T N I N G [thunder road] - _ _ _ _ _
                xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

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- DIFFICULTY: *****
- RECOMMENDED VEHICLE: Astro Robin
- RECOMMENDED METER SETTING: 60% Max Speed

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TIME ATTACK ADVICE

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This is one of my personal favorites, as it mixes the best aspects of the original F-Zero, great elements implemented with F-Zero X, and the own charm of F-Zero GX. In this track, there are a LOT of twists and turns, which calls for a LOT of turning, which calls for a perfect grip on a lightweight vehicle. Anyone sensing a pattern here? Truly brilliant, I say! I enjoy taking the Astro Robin out here, because while the boost is terrible, you do not really need it that badly due to the amazing amount of Health Recharge Pads scattered throughout the course. 60% Max Speed is perfect for this course, with all of the twists and turns.

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OVERALL COURSE

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sings that cheesy Garth Brooks song er... Ahem... As the course begins, you will have to roll forward, hitting the booster icon in the center of the course. As you progress, you will hit a hard left turn. The course is expanded here; so hit the booster icon in the dead center of the road. Turn right after this, and you will come up on yet another booster icon, so roll over it.

-DIFFICULTY: *****
-RECOMMENDED VEHICLE: Big Fang
-RECOMMENDED METER SETTING: 60% Max Speed

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TIME ATTACK ADVICE
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This is the absolute coolest of the six AX tracks in F-Zero GX, because of the fact that it mixes every single kind of surrounding in the entire game, and blends it all together so well with transition. This stage is a tough one that needs a perfect grip, and somewhat good body. There are Health Recharge Pads practically all over, so I would not worry much with a good booster or not, as it all amounts to the same thing, anyway. There are a lot of hard way turns here, so 60% Max Speed is perfect.

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OVERALL COURSE
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As we start up the last course of the AX Cup, we will be in for a treat, including practically everything an F-Zero fan could ever want all rolled up into one big ball of goodness. Start off fast by running over the booster icon in the center of the road ahead. You will want to trail on over to the left side, as the floor will fall out to the right. Plus, there is a booster icon there on the left. Sweet deal.

The booster icon leads out to the course as the road becomes flat once again. We will have to make a few sharp turns to the left, right, and then left hard way. Drift (L Trigger + R Trigger) if need be. You will now fall onto a tube, such as the one on Cylinder Knot/Wave. We are going back where we came from, only upside-down. Interesting.

On the far left side of this platform lies a Health Recharge Pad, which you likely do not need unless you got into a fight (assuming you are in Grand Prix). This tube platform will soon cut off, sending you down to a part of the course that sort of looks like devil horns. Either way you go, they both lead to the same type of path in opposite sides of whichever direction you initially chose.

Either way you go, you will want to run over the booster icon right before you get launched to the area below. You will zoom straight over the dirt patch behind you, regardless if you hit the booster icon or not. As you enter the clear floored platform, hit the booster icon in the center, and you will come up on another one at the curve to the right shortly after.

Once the path turns to solid ground once again, you will want to make a left turn, which is somewhat of a speed bump that turns to the right slightly. Turn left once again to cross over a Health Recharge Pad. Follow the path soon after this, and you will enter some cool new age forest scenery area. Werd up. Position yourself in between the turns to the right, left, and right, as they are all pretty simple to get by without much struggle.

Turn left once you are out of the blue forest area, and roll over the booster icon to gain some speed. There will be a turn to the right coming up, along with two Health Recharge Pads on both sides of the

turn. After you get through with this turn, you will have to go left and hit the booster icon towards the very center of the turn itself.

Follow this path with clear flooring as it drifts to the left. You will travel back up and slightly to the right... until you tumble back down. This is like a waterpark ride: it goes up, and sends you down quickly with a bump to send you flying. You will land safely on a large lopsided part of the course. Follow it to the right.

Soon after this, you will encounter a part of the course that is completely covered in ice! Get on it, and follow it left with the automatic drift, and hit the booster icon in the right-center of the road once it straightens out. After the ice patch ends, you will have to make a drifting turn to the left, and recharge your health as the Health Recharge Pad in the center of the road, followed by more drifting (this time to the right), and the checkpoint.

As for the boosting in this stage, here is where I suggest boosting: you should boost twice on the half pipe-like area, and twice on the turning part directly after this. Once before the Health Recharge Pad, and fill up after that. Boost once before you fly off to the devil's horns shaped area, and hold you boost in by taking a booster icon instead to be taken off of the devil's horns area.

After you get through landing down here, you will need to boost twice while on the clear-floored area, preferably in between the two booster icons. Use up as much boost as possible before the Health Recharge Pad, where you should heal up completely. You should boost five times between the straightaway, the blue-lit forest area, and heal up completely at the Health Recharge Pad.

Boost twice once you reach the second clear-floored area. This is a long stretch without any booster icons, so it is the perfect opportunity. Boost once before you get launched to the large lopsided platform, and use up all of your boost on the icy patch. Fill up at the Health Recharge Pad, and keep on boosting to the checkpoint. Repeat these steps on the third and final lap to succeed in unlocking Mute City [Sonic Oval], if you are playing the Grand Prix. Best of luck!

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  ::  ::  ::  ::  SECTION VI. -  STORY MODE  ::  ::  ::  ::
::---::---::---::---::---::---::---::---::---::---::---::---
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DISCLAIMER: This section was included on the spur of the moment, so most strategies are simply reader strategies, and not my own. You will noticed mine from the rest, because I don't mention any names before them. I have compiled the VERY best strategies for every chapter in Story Mode that you may be having trouble with. Most of them are for the Very Hard difficulty, but can be accounted for with the Normal and Hard versions of Story Mode. Thanks, and if you have a strategy, drop me a line at Zoopnova@aol.com, and I will add it to the list, and thank you for it. Now, enjoy this section.

-----/ CHAPTER 1 \-----
/ _____ \
/ _____ \

This strategy is for use in the Very Hard difficulty of the chapter, as the Normal one is simple, and Hard just takes a few playthroughs. I may end up adding a Hard strategy sooner or later. Anyways, I had my vehicle on 50/50 on the Acceleration/Max Speed meter. One more thing: I will NOT mention where to boost, as you should be boosting CONSTANTLY during this course. Here goes...

Starting out, head over to the right side and collect the orange ball. Tilt yourself slightly to the left and hit the booster. There are four orange balls here that look like this...

3
2 4
1

You will want to collect 1, hit the L Trigger to collect 2, and quickly hit the R Trigger to collect 3. We will get 4 on the next time around. Now, up ahead you will want to ignore the orange ball and hit the booster, and go to the right of the Health Recharge Pad. Collect the lone orange ball, and then hit the booster to collect another. Quickly hug the right with the R Trigger to collect another orange ball.

Get in the center of the Health Recharge Pad before it ends to heal up, and collect another orange ball at the end of it. Now, hug the left wall and collect the orange ball, then slide towards the right and hit all four in a row, including the one against the wall. Slide back towards the left before you crash, and collect the orange ball in the center.

From here, you will want to go along the left side of the wall, and collect the orange ball. Quickly slide towards the right, and then slide back into the left with the L Trigger when you reach the area with so many orange balls. There is a line of three that you can collect here. Here's the chart...

6
3 8 5
2 7
1 4

You will want to collect 1, 2, and 3 right now. Afterwards, hold the R Trigger to prevent from crashing into the wall. Now, go to the left a bit and collect the orange ball. Hit the booster up ahead, and collect the orange ball that we left from before that was in the group of four. Remember him? Good. With this done, you will want to collect the orange ball next to the booster.

Head to the left of the Health Recharge Pad this time around, and collect the two orange balls near the wall. Afterwards, flow right slightly and hit the booster. Collect the orange ball, and hit the L Trigger to collect the second orange ball against the wall. With this

done, you will want to head right and enter the Health Recharge Pad before it ends to regain your health from boosting so much.

Go towards the right and collect the ball, and then hit the booster, hugging the wall to collect another orange ball. Enter the Health Recharge Pad to heal up, and collect the orange ball against the right wall. Once again, we come up to the hard part of the game...

6
8 5
7
4

Hugging the wall on the right, you will instantly collect 4 and 5 from the playing field. IT IS HIGHLY IMPORTANT TO PRESS THE L TRIGGER AFTER YOU COLLECT 5. This will collect 6 if done correctly. If not, retry. Passing the lap, you will want to have around 18 seconds left on the clock. Start boosting, and collect the orange ball on the right side of the wall after the boost pad.

You can freely boost, and enter the Health Recharge Pad, boosting away as you go along. When you come out of it, hug the left side of the wall to collect the upcoming orange ball, and then position yourself in the right-center of the screen.

8
7

You will have to collect 7, and press the L Trigger to collect 8. Afterwards, SPEED LIKE YOU HAVE NEVER SPED BEFORE! Speed like O.J. Simpson from the poh-poh. Speed like Ellen Burstyn in Requiem For A Dream. Speed like The Fonz over those cars on his motorcycle. Hopefully, you will finish, and unlock the Rainbow Phoenix. Ehhhhh!! *thumbs up in Fonzie fashion*

The Leech sends us this link. Note that if the creators of this picture wish to have this tidbit removed, please contact me regarding this issue and I will remove it immediately. Thank you.

"Hello. I'd like to make a contribution to your F-Zero FAQ. It's a Chapter 1 Very Hard route. Keep in mind though, that I didn't make it. The actual map was made by jamesc359, and the route was drawn in by Alex. Please do NOT give me credit for this, but to the creators of it. Anyway, here is the link:

<http://www.angelfire.com/empire/wasteofspace/Map.JPG>

It's very useful, and the most important thing about it is to BRAKE at the end. I did it on my 2nd try using this.

Thanks for your time,
The Leech"

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/ \
/ CHAPTER 2 \
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This, in my honest opinion, is the easiest of all 9 chapters in the Story Mode. This strategy applies to all three of the difficulties, so do not worry, little changes except a few more boulders fly down from the mountain tops, but none that will get in your way anymore than they would (usually, this applies to small boulders that fall down BEHIND the large boulders).

For the record, I prefer being on three notches (full lines) towards Max Speed, as if you hit a boulder, you are screwed anyway. Starting the stage off, you will have to let the Fire Stingray get ahead of you quite a bit without boosting, and get by the first pair of boulders. After this, you will slightly round a corner on the left. Hug the outside of the course, and boost twice to catch up with the slowing Fire Stingray. Three out of five times, Fire Stingray will get hit by three to four boulders, and obviously, you should take the lead at the turn, at least for a few seconds.

Towards the middle of the race, you will face a few turns where it becomes too dangerous to stick to one side of the course, so you will have to have a quick eye, and coordinate with your hands to make it through several very large boulders and smaller rocks. You should have close to three boosts left on your boost meter by the time that you make the final turn, so use up some boosts before you reach here. Fire Stingray will have a rough time getting through here, as well, so once you make it past the boulders on the final string of straightaway (hug the left side, as a big boulder rushes into you if you are hugging the outside right). Once the boulders stop dropping (look above to the left), begin using your two boosts BEFORE you reach the last of the boulders. This should claim your victory with practice.

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-----/ CHAPTER 3 \-----  
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I, personally, used three quarters Acceleration when I defeated it, if that helps. What I did was started out for the first few seconds in 8th place, and eventually came in second by the time that you land when you hit the first jumping icon. Hit all of the corners to save time, and cut off the person in second place, but do not take it to extreme measures. Once you pass the goal for the end of Lap 1, you will want to hit the Boost every time you reach a new platform screen, and level your car out, going straight ahead whenever you hit the jumping icons. Get to know the stage, basically. This stage is actually pretty cool, for a basic stage and all. When all is said and done, it all comes down to boosting your ass off on those last two Jumping Icons.

Zwizardsfoot sends us these tips...

- ""I beat this chapter on very hard on the first try! Ha ha! It's even easier than Chapter 6, just as long as you do the below:
- Don't waste your time and strength killing the other racers. If you've made it this far, you will do fine against all 11 others.
- Use the jump plates, and use them well.
- Try to cut corners when possible, especially on the first turn. This will improve your time and place.

-Be thinking about boosting constantly. This will keep you ahead of the game.

-If you boost while approaching a jump plate you will be able to jump over several turns.

-If you fail, just try again. And don't forget to breathe.

-And most importantly, don't blink and drive.

It took me awhile to do it on hard, but once I got it, I beat very hard easily!""

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/ CHAPTER 4 \  
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PoopinClumpin put it best, so here it is: "Make sure you kill all his other flunkies ASAP. Usually he will slow down at around 3000 meters before the finish line. If you kill the whole gang quickly he will slow down sooner and allow you to catch up well before the end. The earliest I have been able to make him fall back is at 6500 meters and that was plenty of time to kill him on V.Hard. Use side-attacks (2-3 solid hits with side-attack should kill him) as he has much more energy (like 3-4x) than in the other modes making spin-attacks pretty much useless as it takes too long to land enough hits. If you get ahead of him before he's dead then do a spin-attack and try to make him run into it while you're spinning (watch the "check" indicator) BTW this is really the only effective way I've found to hurt him using the spin-attack. Regular spin attacks I tried take 6 to 8 hits."

Might I (Zoop) add that running Wild Boar into the wall and spinning is highly effective towards the end. Or boosting up to him and perform a spin attack before the finish line, if you have his health to begin with. Last ditch efforts are the best, I say! For those that truly wish to win, try snaking up to Wild Boar, and then slowing down as he does. Ram him three times with the X Button by braking when he gets far behind. You should have plenty of boost leftover, and enough time to boost ahead four times to finish first. See the FAQ section for more on snaking.

Zwizardsfoot sends us these tips...

""This chapter is hard, but not impossible. Very hard took me a couple of tries, but I eventually got it, and I killed Michael Chain far from the finish. Just do the below:

-On very hard, it's all about the spin attack. Don't even use the drift attack unless you and the gang are inside the pit zone.

-A very useful technique is to get in front of someone, then let them catch up to you and immediately do a spin attack. If done correctly, they will get hit several times and/or killed, and you will remain unharmed.

-If someone performs a spin attack, just keep your distance until they resume normal racing position, then kill them.

-If you fall way behind, just boost. The spin attack protects you from damage, so you will be able to kill racers and obtain the energy to boost farther.

-The topmost view is useful in this chapter.

-Remember: the enemies' spin attacks are stronger than yours; in other

words, if you attack someone who is doing a spin attack, YOU will get seriously hurt and the other is usually unharmed.

-When you reach the pit zone, boost up to someone and use the drift attack to kill them inside the pit zone.

-When you reach Michael Chain, just do what you did before: boost ahead and spin as he bumps into you. He will take a bit longer than the others, though. Just so you know, my record of where I killed him is 10000 km before the finish.

-And most importantly, don't blink and drive.

Keep trying and you will unlock the Fat Shark!"

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-----/ CHAPTER 5 \-----
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This mission is TOUGH. On the Very Hard difficulty (which is what we are focusing on here, but it covers both Normal and Hard, as well), you will have to escape the tube in 40 seconds (in reality, close to 41 seconds, not 40 seconds). This may seem impossible, but it very well IS possible, it just takes a couple of hours of patience and practicing, which is easier said than done. Oh, and full Max Speed is in order. I will not tell you where to boost for the most part, but have two to three boosts saved up for the last part with the arrows.

On the Very Hard difficulty, you will want to start out boosting six straight times, collecting all of the boosting balls as you go along. Collect the next boosting ball, and move to the left side to dodge the wall. Boost again, and collect the next ball while rolling right, and through the hole in the wall here. Get back to being flat, and avoid the three pillars, then go through the hole in the middle.

After this one, you will have to go straight and collect the green ball, and then go through a slanted doorway on the left. Cut through the middle and collect the green orb, and go through the slanted doorway on the right this time. Afterwards, you will encounter three pillars, so cut through one near the middle, and line up at dead center to pass through the two straight doorways.

Once this is done, you will have to collect another green orb and go through the "X" shaped doorway through the bottom corners of the "X" itself. Afterwards, you will find two doorways lined up on the wall. Collect your green orb and go through them. You should have half of your health left by now, so line up and collect the green orb, then go through the line up straight doorways. Do NOT boost when you go through the two sets of three doorways. Line up against the wall and go through the last three doorways. Now start boosting, using all of it up (you should have two to three boosters left) and nosedive (hold Up on the control stick) to make it through the gate! Practice makes perfect, remember that.

Ultimator sends us this lovely strategy...

"I have completed very hard on chapter 5 of story mode, and I did it using L and R to slide through the doors (I achieved a time similar to yours, so I assume you did too). I learned from my brothers that using

the joystick to turn and navigate through the doors actually saves a lot of time, because L and R drain your speed while you hold them. They actually beat it in time, I believe =D Just thought you would like to know.

-Ultimator (Dustin)"

-----/ CHAPTER 6 \-----
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Chapter 6 is one of the easiest to execute, and one of the less talked about in the game, likely due to the fact that it is simple in comparison to the two chapters that surrounds it. Basically, you cannot travel under 800mph in the Very Hard difficulty, so it is a lot like a fast paced version of the movie Speed, the bad acting is included. In the Normal and Hard versions of the chapter, you can easily get the victory, however, you can follow this strategy to win in all three difficulties. Put your vehicle on pure acceleration, and do NOT use your boosts until I say so.

As stated, this chapter is one of the easiest, and probably the most fun of all nine missions. Starting the mission off, you will soon encounter several bus transportation vehicles that have bright taillights that you can spot from a distance. You will have to get in the middle of the road, and the bus transportation vehicles will swerve off to the side, as if you were an emergency vehicle or something. Keep this in mind for every time you find these vehicles on the roads.

Shortly after you encounter the bus transportation vehicles, you will soon find several different F-Zero-esque vehicles on the road that will NOT move out of your way, and instead you will want to move along the sides of them. You will soon encounter a slight curve in the road, and a large shift to the left with the F-Zero vehicles all around, so hug the right side, and hard turn with the L Trigger to wind up in the middle of the course, with the F-Zero vehicles to your left.

From here on out, the course is fairly straight, however, you will soon come up on more bus transportation vehicles, and after that, more F-Zero vehicles. You will soon hit a booster icon, and be thrust into a very tiny road where the walls only leave room for one and a half vehicle lengths, so VERY CAREFULLY move towards the left, barely pushing the Control Stick.

After all of this, you will soon come up on three straight inevitable dirt patches in the road with F-Zero vehicles going across the road, to boot. You will have to boost three straight times to get across them. After this, turn right, and you will have to get by a set of bus transportation vehicles over several dirt patches, so boost twice to get by. Follow the path, and turn softly to the right on the swerving, upward path. Boost to the exit to unlock the Silver Rat!

I was doing absolutely terrible on the Normal version of this Chapter, in around 11th place at the final Health Recharge Pad, but I hit two mines and zoomed past all of the vehicles, including Black Bull (in case you were wondering if I killed him or not), all in the matter of two seconds, literally. So this goes to show you that you should NOT retry, but try to hit those damn landmines! Same thing goes for the final lap on both Hard and Very Hard, as this may very well be your only hope to survive this course!

Reader darksim10 sent in this AWESOME strategy...

"HA! I beat this muddermugger in only ten minutes! It's really not as hard as everyone says it is. It's the learning curve that's difficult not the level. If people are beating Ch. 7 on hard I see no reason why people aren't beating it on very hard. The only difference is the extra lap and maybe the CPU is more aggressive. Normal was impossible, that took me 3 hours to beat. Hard took me an hour. Very hard, being used to hard so much, breezed through it. Now, want this stupid level beaten? Just read the tips below. Now note a lot of these tips are borrowed from other players that helped me on the forum. So, if this isn't new to you, sorry.

--DUH, kill Black Bull at the beginning. Restart if he doesn't die. Swipe him as he passes you on the left, he should then again pass you on the right, thats where u kill him.

--Make your camera view the highest possible by pressing d-pad down twice. I know this is really disorienting and you'll hate it, but after 5-10 minutes you'll get used to it. Seriously, it helps you see crap better.

--Watch out for Pico, Samurai Goroh, Michael Chain, and Blood Falcon. Stay away from them, pretend they have SARS or something. They will spin attack you, and they will kill you, and you will get pissed. I gaurantee it.

--After killing Black Shadow in the 1st lap, cut the corner thru the lava. Cut thru all lava the entire 1st lap. Until the energy strip of course.

--In corners at all times, try not to hit the wall, especially that sharp one b4 the energy strip. It will cost you.

--Don't touch any of the mines till the last part of the last lap. In the 4th lap, memorize where those mines are at the end, and use em in the final lap to get in the lead.

--Don't do drugs.

--2nd thru 4th lap, it's pretty much the same. Don't stress being in first, just stress being in 15th or so. (in the middle part)

--For 2nd to 4th laps, read below

--Don't EVER EVER boost in the last part after the energy strip. Yes, I

know you will drop to 25th place because of it, but just work with me here. Don't waste it. Don't boost till the ice area. It's definitely your preference, but it doesn't matter if you boost once or twice in the ice-area-jump. It's up to you. Sometimes if I'm confident with my energy, I'll boost twice.

--Boost right after the first major turn. (The turn after the ice-jump-then-lava area)

--Then boost once or twice (depending on energy) in the skinny area with the zipper and no gaurdrails. Have a little energy left for the area with the lava, zipper and energy strip, because chances are someone will bump you, or you will run into lava. So have a little energy left just to be safe. Then make sure your energy is replenished FULLY. It's imperative.

--I like my car set two notches to the right of the middle.

--No need for that "controller alteration layout" crap. Your hands can handle five short laps. Be a man.

--Now, the last lap. Be calm, don't get nervous. Don't bump into anything. Especially the last sharp turn. Practice that drift turn. Follow the same boost patters as before. Except, right before the energy strip in the last part. Boost like mad. Boost, boost. At the energy strip, you should at least be in 12th or 10th place. But right before the zipper, boost like crazy and you'll catch up. If you feel like your behind before the finish line, catch one of those mines you remembered to give you a speed boost. And you'll be in first place! Easy as pie! Trust me, if you beat hard, you can DEFINITELY beat very hard. There's little difference."

-----/ CHAPTER 8 \-----
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On the Normal and Hard difficulties, there is a trick that you can perform that will easily put you ahead of Dark Schneider in the race. As you are driving, Dark Schneider will likely stay ahead of you until after the area with the several patches of lava scattered around. Soon after this, you will come up on another Health Recharge Pad, with a sharp turn that follows. On the second and third laps, if you are drifting (L Trigger + R Trigger) and hold left while boosting. Dark Schneider has a hell of a time on this turn, and it will put you in front. On the second lap, he might take the lead again soon after, but keep boosting on the third lap for the easy victory. And remember, for every difficulty is an added lap to the course, much like in Chapter 7.

Reader evenflow80 sent in this strategy...

"- Put your settings to maximum acceleration.

- On the 1st lap, take out as many mines head first as you can. This will make boosting on later laps easier.

- on 2nd lap boost whenever you get the chance, and take out some more mines that might get in your way.

- Now, here's the key: You need to boost like crazy. Maybe count to two

and then boost, repeat, etc.... Boost as soon as you go into corners, and DON'T WORRY ABOUT CRASHING ALL OVER THE PLACE!! Since your acceleration is so high, it won't affect you that much. But you shouldn't crash HEAD FIRST, make sure you take it on the side. Drift on the two very sharp turns. Try to boost 2-3 times in the lava area, avoid lava as much as possible. Basically, if you boost every two seconds or so, you'll catch up to him and surpass him easily. I know this strategy sounds simplistic, but there's so many energy pits and it's such a short track that as long as you take out as many mines in the 1st and 2nd lap, you'll beat him easily. Try it and tell me what happened."

Get prepared for the best strategy yet for this stage on Very Hard, coming from reader/writer VMD. Talk about amazing! Thanks for sharing this information, man!

"Thanks for your awesome FAQ! With your help, I recently (10 minutes ago) beat Chapter 8 on Very Hard :) And I learned some things that weren't mentioned in your FAQ that I believe make a difference. So I decided to write up a walkthrough for that level :)

Chapter 8 Very Hard-

Settings- Max acceleration

1st lap- At the beginning, you can either choose to snake for a little while, or side attack Deathborn as you pass him. I would only recommend snaking at the beginning until the first dash zone, since the track is fairly easy there. If you attack Deathborn, it should knock him off his feet for about half a second, giving you a longer time in front.

Hit the pit zone, and try to hit the left mine on the road approaching. The mines should give you added speed, and getting rid of them on the first lap is crucial to saving energy on future laps. The left one is on the inside lane, where you should be going most of the time.

After the turn, hit at least one of the mines, but not the one on the corner. If you turn sharply enough on future laps, you shouldn't have to worry about the mine in the corner. Take a super sharp drift turn (start a bit earlier), and hit as many of the two mines after the turn as possible.

After the hill, you should see a mine slightly to the right of the black centerline. Hit that one; it is a killer on future laps when you try to save time by taking the inside lane. Note that if you are already flashing red at this time, you will DIE if you hit that mine. Dying is bad.

Take the whole pit zone, and use the control stick only to take the turns through the lava. Take the inside road through the lava, since energy is not important so much on the first lap. After the lava, hit the pit zone, and sharply turn the whole 180 degrees. Hit a few mines if you can, and beware...the mine on the left side right after the turn is almost always instant kill. Right turn sharply after the short straightaway and avoid the mine, then hit the pit zone.

On this straightaway, you can choose to hit the mines if you want to, but be careful, this is also another dangerous area. On the last super sharp turn, start drifting early (but not too early, otherwise you'll hit the wall, reverse direction, and then you're pretty much screwed). There is a mine at the far wall of the super sharp turn, and if you hit

it incorrectly, you'll instantly die, so be wary of that. It would be a good idea to sacrifice 1/2 a second on the first lap to get rid of that mine, but if not, just be careful.

After the last pit zone, HIT THE MINE. You won't be able to boost enough after the 1st lap is over until the next pit zone, and you have lots of energy to spare. So hit it. If you finished the first lap in under 48 seconds, congrats. If you finished with him only 4 seconds ahead of you, good job, you're doing well.

2nd lap- Boost. Tap R as needed, and try to hit as much pit zone as possible. Your energy should be full when you leave the pit zone, and continue boosting through the straightaway. Make a SMALL left turn, avoid the mines, and continue boosting. After the hill, hit the WHOLE PIT ZONE. This is crucial. The lava area is a great place to boost continuously and catch up.

Boost, stay on the road, and not the lava, make turns carefully, and just boost as much as you can through the lava. You should boost a total of 3-4 times through the lava area. Avoid it if possible. Hit the pit zone, DON'T BOOST UNTIL AFTER THE TURN, then keep boosting :)

You'll hit that sharp turn again. Don't boost here unless it is the final lap and you have practice taking this turn. Hit the next pit zone, and now, STAY ON THE RIGHT SIDE OF THE ROAD. The mines here are deadly if you didn't take out all 4 on the first lap. Boost on the right side of the road (no mines), and take the drift turn carefully. Hit the pit zone all the way, and boost. If you finished the lap in under 41 seconds, good job. Under 40, great. Under 39, (I've done it once) wow.

3-4 lap- Same as #2

3- You should be around 2-3 seconds over his time.

4. You should be 1-2 seconds over his time.

5th lap- Deathborn should start slowing down here, and not boosting as much. You should have him in your sight all the way through. Try not to pass him, but keep close on his tail, since if you pass him he will use one of his infinite boosts and spin attack you. And he's damn accurate. So watch out.

On the final pit zone, you should be flashing red from boosting, and hit the pit zone, boost like hellspawn is after you, and keep your control stick 100% tilted to the right while holding R. Do not underestimate this final turn before the finish line. When you're boosting through this turn, you need to keep the R button held down.

With a lot of practice, you can unlock Bunny Flash! Yay! It took me around 5 hours to beat this, and I'm pretty average, so that should give you an estimate.

END"

Chapter 9 is pretty simple compared to Chapter 7... On both Normal and Hard difficulties, the staff ghost will not put up a fight to the finish in the least. Put your Acceleration on 100%. The smart, basic strategy to use is to simply follow the path, making the rounds as you come about them. Being a Phantom Road stage with no walls surrounding the track, you are bound to fall off a lot, but just be patient and learn the course. On Normal, if you are having trouble making the spiral turn, simply hold the L Trigger and let off the gas a little bit, but be sure to let go of the L Trigger and press the R Trigger if the going gets tough. Remember that if you are having trouble on the turn before the spiral turn to slide a bit (R Trigger) and release.

After you get through the tough spiral turn, you will have to deal with getting by a slight hop from the platform (you may have to hug right slightly to stay on course) and a big jump from there. The course will lead to the left, and hop off. It will then lead towards the right, and cut off to a platform with a Health Recharge Pad that winds. You may have to press the R Trigger slightly to reach here safely. Try to get as much boost as possible.

Now, for places to boost... In the Normal and Hard difficulties, the place that I suggest using your entire boost at is the main strip. Boost until you have about two to three boosts left, boosting across the straightaway, as well as the tiny turns. Boost another time in between the hard turn and the spiral, and one last time after the spiral. Collect some health from the Health Recharge Pad, and repeat on Lap 3 for the easy victory.

The main difference of the Very Hard difficulty is the fact that you are now facing an actual staff ghost that goes as fast as it can, and plus it will use the boost wisely, unlike last time. You will want to place your vehicle at around 70% Max Speed this time, so play the course several times to get the hang of how the vehicle feels with Max Speed, and repeat the steps I provided in Normal and Hard mode. Best of luck!

Evenflow80 sent in this strategy...

"- Easily the most frustrating chapter in the game on very hard. Time to beat is 2'21" if your interested.

- set your speed to the same as the CPU, in other words, 90%.

- Learn how to drift effectively. You know that last sharp turn you make? Start drifting when the road turns blue. then adjust with the L and R buttons.

- A good strategy to do is to see where the CPU boosts, it's always the same. The key is that he does'nt use up ALL his boosts, so you have an extra boost or maybe even two on him. Every time you drift, BOOST. On any road resembling a straight, BOOST. One final Key: if you manage to tail him somewhat, the best chance for you to overtake him is that short straight right before the hill you go up to. Try to save two boosts at that point: One right after you come out of that last sharp drift turn, and then immediately follow it up with another boost. You'll pass him there.

- Drift on the last two sharp turns after the small jumps before the finish line.

- Try to get as much energy as you can before the final lap. Line yourself up as well as you can in the energy pit and try to boost while recharging."

DJ sent us these strategies...

"I went playing through Chapter 9 in v-hard mode to see how tough it'd be. I believe these tips can help those who are having trouble with the track.

The hill near the end of the track is a key point. Use Evenflow80's tip of recharging as much energy as possible for the 3rd lap. I suggest having around 70+% energy available to keep up with the ghost, otherwise you may end up too far behind to catch up. The hill will help you in both 2nd lap and in 3rd, as it serves not just an obstacle but as a jump point. Use your booster prior to the peak of the hill to launch yourself into the air. Also, time it right so that you'll level out your vehicle in the air before the machine angle forces you to slow down dramatically. If done right, you'll soar through the air and, if you're fortunate enough, land with a good lead to help you cross the finish line first. After several attempts in using this same strategy, I was able to overtake the ghost and beat Chapter 9 and receive the GroovyTaxi as a purchasable reward."

Jizmak sends in these wonderful tips...

"its fairly easy to think of, but most people do not put it into practice the right way. since the phantom road is a quite chaotic stage without any props to orientate yourself on and without borders, steering into a turn at the exact right moment is absolutely vital.

First thing to do (of course) is to understand how your vehicle drives, to get the feel of it. Then, before the race starts (i'm talking in the countdown section where the announcer says "3...2...1...GO!!!") press down on the D-pad twice, so you get an overhead view of your vehicle. This results in a better vision on the track, so that you can easily take the corners.

However, there's one downside to this view, namely that you are not as able to maintain your car on track as you are using the default viewpoint (the greater distance between the camera and the car makes it so that you cannot estimate the space between the car and the border of the track). Therefore, it's easiest only to use this viewpoint in the easy corners and on the straights.

Thus, right before entering the spiral (which may be considered the most difficult corner in the entire track, if you ask me), switch right back to default view (should not be too much of a problem since there is a straight right before the spiral). Concentrate your view on the outer border of the spiral and as soon as it starts bending stronger than you can turn, use the L button to correct your position (do not correct TOO much, since you may fall off track on the other side if you do so).

After completing the spiral part, switch back to overhead view on the straight, so that it is easiest to take those annoying cornered jumps afterwards.

Now for some final notes:

it IS actually possible to take the sharp turn before the spiral without

using L/R, provided that you have 100% or need 100% acceleration. this should save you some time.

Second, DO NOT try to change views during turns or at times in which you need to correct yourself, this will most likely result in you falling off track."

```
::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::
:::   :::   :::   :::   SECTION VII. - CUSTOM PARTS   :::   :::   :::   :::
::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::-----::
```

In this section, you will find all of the statistics of the custom parts in the game. Certain parts are missing prices currently due to my foolish spending spree, so if you happen to know the price of the parts with "N/A" in the price listing, please e-mail me, and you will be thanked. Note that more parts will be added shortly.

/BODY PARTS\

Name:	Valiant Jaguar	Name:	Big Tyrant
Weight:	1000kg	Weight:	1500kg
Body Strength:	B	Body Strength:	A
Price:	04 Tickets	Price:	05 Tickets

Name:	Grand Base	Name:	Fire Wolf
Weight:	1380kg	Weight:	840kg
Body Strength:	A	Body Strength:	B
Price:	05 Tickets	Price:	03 Tickets

Name:	Rapid Barrel	Name:	Sky Horse
Weight:	580kg	Weight:	640kg
Body Strength:	C	Body Strength:	C
Price:	05 Tickets	Price:	04 Tickets

Name:	Aqua Goose	Name:	Liberty Manta
Weight:	700kg	Weight:	380kg
Body Strength:	C	Body Strength:	D
Price:	04 Tickets	Price:	07 Tickets

Name:	Brave Eagle	Name:	Speedy Dragon
Weight:	460kg	Weight:	240kg
Body Strength:	D	Body Strength:	E
Price:	08 Tickets	Price:	10 Tickets

Name:	Megalo Cruiser	Name:	Splash Whale
Weight:	1600kg	Weight:	280kg
Body Strength:	A	Body Strength:	E
Price:	08 Tickets	Price:	08 Tickets

Name:	Optical Wing	Name:	Dread Hammer
Weight:	420kg	Weight:	1440kg
Body Strength:	D	Body Strength:	A
Price:	08 Tickets	Price:	08 Tickets

Name:	Silver Sword	Name:	Space Cancer
Weight:	620kg	Weight:	680kg
Body Strength:	C	Body Strength:	C
Price:	08 Tickets	Price:	08 Tickets

Name:	Holy Spider	Name:	Giant Planet
Weight:	540kg	Weight:	1020kg
Body Strength:	C	Body Strength:	B
Price:	08 Tickets	Price:	08 Tickets

/COCKPIT PARTS\

Name:	Muscle Gorilla	Name:	Aerial Bullet
Weight:	360kg	Weight:	240kg
Grip Strength:	C	Grip Strength:	E
Price:	04 Tickets	Price:	03 Tickets

Name:	Bright Spear	Name:	Super Lynx
Weight:	330kg	Weight:	460kg
Grip Strength:	C	Grip Strength:	B
Price:	04 Tickets	Price:	05 Tickets

Name:	Windy Shark	Name:	Moon Snail
Weight:	220kg	Weight:	260kg
Grip Strength:	E	Grip Strength:	D
Price:	05 Tickets	Price:	04 Tickets

Name:	Scud Viper	Name:	Energy Crest
Weight:	320kg	Weight:	500kg
Grip Strength:	C	Grip Strength:	B
Price:	07 Tickets	Price:	05 Tickets

Name:	Wonder Worm	Name:	Garnet Phantom
Weight:	290kg	Weight:	640kg
Grip Strength:	D	Grip Strength:	A
Price:	08 Tickets	Price:	10 Tickets

Name:	Cyber Fox	Name:	Heat Snake
Weight:	370kg	Weight:	480kg
Grip Strength:	C	Grip Strength:	B
Price:	08 Tickets	Price:	08 Tickets

Name:	Rave Drifter	Name:	Spark Bird
Weight:	230kg	Weight:	530kg
Grip Strength:	E	Grip Strength:	B
Price:	08 Tickets	Price:	08 Tickets

Name:	Crystal Egg	Name:	Sonic Soldier
Weight:	270kg	Weight:	310kg
Grip Strength:	D	Grip Strength:	C
Price:	08 Tickets	Price:	08 Tickets

Name:	Red Rex	Name:	Dark Chaser
Weight:	350kg	Weight:	250kg
Grip Strength:	C	Grip Strength:	E
Price:	08 Tickets	Price:	08 Tickets

In this section, newbies can learn what every surface and icon does to your vehicle, even if some of them are obvious.

BOOST ICON

-----\

The Boost Icons are one of the helpful features that have boosted me to victory for years upon years in the series, and this is no exception. Before the second lap (when you gain control of your booster), these things will help you considerably. Once you hit these things, you will gain an extra 400 miles per hour for a few seconds. As soon as you hit a Boost Icon after the first lap, try pressing your health booster (Y Button) to gain extra speed (around 600 extra miles per hour instead of 400), but only if the upcoming area of the stage is a straight path, that way you do not have to jerk to the side and lose some speed.

JUMP ICON

-----\

The Jump Icon will send your vehicle up into the air. In certain stages, such as Fire Field [Undulation], the Jump Icon can be dangerous, as it can send you to areas that are off limits, or in a dangerous zone in the sky. But they can give you a great advantage if you level out your vehicle well enough. Example, if you press Up on the Control Stick all of the way in the air, you will crash downwards and lose a lot of speed. If you press Down on the Control Stick, you will float downwards and lose a lot of speed. So even it out to where you glide through the air and pick up speed.

HEALTH RECHARGE PAD

-----\

This is the multicolored, rainbow-esque pad that usually lies towards the end of the courses, and if you zoom over it, you will quickly regain some of your health on your health bar. Sometimes, there are several of these Health Recharge Pads laid out throughout the course. Regardless, they are single-handedly the most important thing to winning a race, so keep them in mind all of the time when racing.

LANDMINE

-----\

The Landmines in F-Zero GX are quite funny, to be honest with you. They are a double edged sword, especially in the Story Mode chapters such as Chapter 7 and Chapter 8. If you hit a Landmine, you will receive some damage to your vehicle, however, it may also give you a slight (or huge) boost. This is most notable in Mute City [Serial Gaps], considering you can completely fly out of the stage if you hit three or four of them in a row and hit a booster. Be careful around these things.

WARPED ROAD

-----\

This one appears several times throughout the game, most notably in the Fire Field [Undulation] stage, as well as the Lightning [Thunder Road] course. There are no real conditions to this, and it looks just like normal road, but it is bumpy to slow all of the vehicles down, and likely unavoidable in practically every case. Just stay in control of your vehicle at all times when crossing some of the Warped Road, and you should be fine.

ICE PATH

-----\

Yes, this funny blue surface that looks all pretty is a new age Ice Path that has been created for the F-Zero competition to throw gamers off of their... well... game! Once you hit this path, you can easily regain your balance, and even get an extra speed boost in comparison to the basic ground in the game. To regain your balance, just press the L or R Trigger(s) in whatever way you need to. While it seems hard to gain your balance on the Ice Path to the naked eye, those that have played the series know that this is more helpful than hurtful.

DIRT PATH

-----\

The Dirt Paths are a lot like the Ice Path, in that it is a fairly large patch of substance that is sprawled across the screen. Unlike the Ice Path, though, you will NOT gain any amount of speed when you go across it, in fact, you will LOSE a considerable amount of speed when crossing it. You will, however, remain in complete control of your vehicle. Avoid the dirt paths at all costs.

LAVA PATH

-----\

This is the most deadly of all of the paths that you may cross in your adventures throughout the Story Mode of the game, as you encounter it on two different chapters (Chapter 7 and Chapter 8, but moreso in Chapter 8). Basically, when you fly over the bare lava, your machine's body will slowly strip down, and damage your vehicle quite a bit. In other words, simply drive AROUND it, which is easier said than done in Chapter 8 of Story Mode, considering it is sprawled all over in one of the tunnels. Good luck, suckers!

::---::---::---::---::---::---::---::---::---::---::---::---::
::: ::: ::: ::: SECTION IX. - STAFF GHOSTS ::: ::: ::: :::
::---::---::---::---::---::---::---::---::---::---::---::---::

The Staff Ghosts may seem quite odd at how to unlock at first, and what they do may seem like a mystery in itself. However, here is a quick explanation: the Staff Ghosts are transparent "ghost" machines that are actual replicas of the development staff's best times on each course. Obviously, defeating these ghosts are nearly impossible. Note that I said "nearly." To unlock the Staff Ghosts, come within ten seconds of their actual times listed below. Beating them takes some skill, but you will be rewarded with Tickets if you do. NOTE: Thanks to haihai for giving me information regarding this. Go check out his Secrets FAQ on GameFAQs for more information regarding the secrets in the game.

=====
| AREA: ----- MUTE CITY |
| TRACK ----- [twist road] |
| RECORD TIME ----- 0:59:964 |
| VEHICLE USED BY STAFF ----- DEATH ANCHOR |
=====

=====
| AREA: ----- CASINO PALACE |
| TRACK ----- [split oval] |
| RECORD TIME ----- 0:56:691 |
| VEHICLE USED BY STAFF ----- BLACK BULL |
=====

=====
| AREA: ----- SAND OCEAN |
| TRACK ----- [surface slide] |
| RECORD TIME ----- 1:56:743 |
| VEHICLE USED BY STAFF ----- BIG FANG |
=====

=====
| AREA: ----- LIGHTNING |
| TRACK ----- [loop cross] |
| RECORD TIME ----- 1:59:907 |
| VEHICLE USED BY STAFF ----- WILD BOAR |
=====

=====
| AREA: ----- AEROPOLIS |
| TRACK ----- [multiplex] |
| RECORD TIME ----- 2:15:297 |
| VEHICLE USED BY STAFF ----- FIRE STINGRAY |
=====

=====
| AREA: ----- BIG BLUE |
| TRACK ----- [drift highway] |
| RECORD TIME ----- 1:07:331 |
| VEHICLE USED BY STAFF ----- NIGHT THUNDER |
=====

=====
| AREA: ----- PORT TOWN |
| TRACK ----- [aero dive] |
| RECORD TIME ----- 2:25:689 |
| VEHICLE USED BY STAFF ----- BLACK BULL |
=====

=====
| AREA: ----- GREEN PLANT |
| TRACK ----- [mobius ring] |
| RECORD TIME ----- 1:35:169 |
| VEHICLE USED BY STAFF ----- DEATH ANCHOR |
=====

=====
| AREA: ----- PORT TOWN |
| TRACK ----- [long pipe] |
| RECORD TIME ----- 2:26:802 |
| VEHICLE USED BY STAFF ----- WILD BOAR |
=====

=====
| AREA: ----- MUTE CITY |
| TRACK ----- [serial gaps] |
=====

| RECORD TIME ----- 1:26:549 |
| VEHICLE USED BY STAFF ----- NIGHT THUNDER |
=====

=====

| AREA: ----- FIRE FIELD |
| TRACK ----- [cylinder knot] |
| RECORD TIME ----- 2:40:909 |
| VEHICLE USED BY STAFF ----- BLACK BULL |
=====

=====

| AREA: ----- GREEN PLANT |
| TRACK ----- [intersection] |
| RECORD TIME ----- 2:24:897 |
| VEHICLE USED BY STAFF -- MIGHTY HURRICANE |
=====

=====

| AREA: ----- CASINO PALACE |
| TRACK ----- [double branches] |
| RECORD TIME ----- 2:59:117 |
| VEHICLE USED BY STAFF ----- FIRE STINGRAY |
=====

=====

| AREA: ----- LIGHTNING |
| TRACK ----- [half pipe] |
| RECORD TIME ----- 2:50:296 |
| VEHICLE USED BY STAFF ----- SONIC PHANTOM |
=====

=====

| AREA: ----- BIG BLUE |
| TRACK ----- [ordeal] |
| RECORD TIME ----- 2:50:808 |
| VEHICLE USED BY STAFF ----- FIRE STINGRAY |
=====

=====

| AREA: ----- COSMO TERMINAL |
| TRACK ----- [trident] |
| RECORD TIME ----- 2:58:650 |
| VEHICLE USED BY STAFF ----- BLACK BULL |
=====

=====

| AREA: ----- SAND OCEAN |
| TRACK ----- [lateral shift] |
| RECORD TIME ----- 2:09:849 |
| VEHICLE USED BY STAFF ----- HYPER SPEEDER |
=====

=====

| AREA: ----- FIRE FIELD |
| TRACK ----- [undulation] |
| RECORD TIME ----- 2:06:916 |
| VEHICLE USED BY STAFF ----- TWIN NORITTA |
=====

No, you do not. You can unlock them by "simply" placing first overall in all of the Grand Prix Cups. In other words, fork over the money by driving to the arcade and pumping the quarters into the machine. I, personally, have not had the chance to try F-Zero AX yet, but it looks simply grand, so go out and try it.

+QUESTION+

Are there any easy ways to get more Tickets?

+ANSWER+

Not really, honestly. You can play the Novice difficulties several times over to grab some extra Tickets. That's about it, as far as it is publicly known.

NOTE: Reader Applebrown sent in this tip...

"If you're good enough to unlock the Diamond Cup (and you don't need to be *that* good to do it), playing Diamond on EXPERT difficulty is the easiest, most relaxing way to unlock a large amount of tickets in the game. You'll earn 42 tickets a pop and it's almost a surer thing than winning on Ruby Cup. The reason? It's insanely easy to get 1st or near 1st place on each of the first four tracks, and then place anywhere in the top 30 during the fifth race, Phantom Road."

+QUESTION+

When you unlock an AX character, does their emblem (in the Garage) come with their purchase?

+ANSWER+

Yes. Moving along...

+QUESTION+

What happens when all of the racers in a stage blow up except you? Will the race just end?

+ANSWER+

Well, while I cannot say for certain, experiences in the last edition to the F-Zero "new age" series (F-Zero X on the Nintendo 64) indicate that the race WILL continue until you have finished. Unless you just so happen to die while everyone else is dead. Let's face it, that would just plain old suck.

+QUESTION+

How many points do you get for each place in F-Zero GX?

#ANSWER#

There are 30 spots in the rankings system in F-Zero GX. If the computer racer(s) blows up, they will be Disqualified, and will not gain any points. If you blow up, you will have the chance to start the course over again, given you have an extra car left (you start with six cars. It only lists five, but "00" is counted as a car). Here are the ranks and points you will receive for that ranking...

```
=====|
|RANK-----POINTS|
|=====|
|FIRST  ----- 100|
|SECOND  ----- 93|
|THIRD   ----- 87|
|FOURTH  ----- 81|
|FIFTH   ----- 76|
|SIXTH   ----- 71|
|SEVENTH ----- 66|
|EIGHTH  ----- 62|
|NINTH   ----- 58|
|TENTH   ----- 54|
|ELEVENTH ----- 50|
|TWELFTH ----- 47|
|THIRTEENTH ----- 44|
|FOURTEENTH ----- 41|
|FIFTEENTH ----- 38|
|SIXTEENTH ----- 35|
|SEVENTEENTH ----- 33|
|EIGHTEENTH ----- 31|
|NINETEENTH ----- 29|
|TWENTIETH ----- 27|
|TWENTY-FIRST --- 25|
|TWENTY-SECOND -- 23|
|TWENTY-THIRD --- 22|
|TWENTY-FOURTH -- 21|
|TWENTY-FIFTH --- 20|
|TWENTY-SIXTH --- 19|
|TWENTY-SEVENTH - 18|
|TWENTY-EIGHTH -- 17|
|TWENTY-NINTH --- 16|
|THIRTIETH ----- 15|
|=====|
```

#QUESTION#

What does the Max Speed/Acceleration meter do?

#ANSWER#

Basically, if you have ever played the Mario Kart series, it is a lot like creating a custom racer all of your own by simply sliding a switch from side to side. If you choose "Max Speed" (on the right), you will get off to a very slow start compared to other racers, but as the race progresses, your speed will easily top theirs. So "Max Speed" is sort of like the Bowser or Donkey Kong in Super Mario Kart of F-Zero GX. If you are a new player, or you bump into a lot of things, you will want to

favor Acceleration instead, as every time you hit a wall with Max Speed, you will have to start all over with the starting out slow thing. With Acceleration, you are fast all the way through, but never as fast as Max Speed characters.

+QUESTION+

So which should I use, then?

+ANSWER+

If new, close to full Acceleration. If you are a veteran player, I suggest going over two dials to the right from the middle point, leaning towards Max Speed, yet not completely. Or three dials, your choice, really.

+QUESTION+

How do I unlock certain custom parts?

+ANSWER+

Thanks to Josell237 for all of this information...

*Body Parts

Name	Unlock Method	Weight	Body	Cost
Speedy Dragon	Ruby Sapphire Emerald EXPERT	240kg	E	10
Splash Whale	Story Chap. 9 HARD / F-Zero AX	280kg	E	8
Liberty Manta	Grand Prix STANDARD (1)	380kg	D	7
Optical Wing	Story Chap. 2 HARD / F-Zero AX	420kg	D	8
Brave Eagle	Diamond Cup EXPERT / F-Zero AX	460kg	D	8
Funny Swallow	Free Starting Part	490kg	D	0
Holy Spider	Story Chap. 5 HARD / F-Zero AX	540kg	C	8
Rapid Barrel	Grand Prix NOVICE (1)	580kg	C	5
Silver Sword	Story Chap. 1 HARD / F-Zero AX	620kg	C	8
Sky Horse	Available from Start	640kg	C	4
Space Cancer	Story Chap. 6 HARD / F-Zero AX	680kg	C	8
Aqua Goose	Available from Start	700kg	C	4
Wild Chariot	Story Chap. 7 HARD / F-Zero AX	800kg	B	8
Fire Wolf	Available from Start	840kg	B	3
Mad Bull	F-Zero AX Link	900kg	B	8?
Valiant Jaguar	Grand Prix NOVICE (4)	1000kg	B	4
Giant Planet	Story Chap. 4 HARD / F-Zero AX	1020kg	B	8
Grand Base	Available from Start	1380kg	A	5
Dread Hammer	Story Chap. 8 HARD / F-Zero AX	1440kg	A	8
Big Tyrant	Grand Prix STANDARD (4)	1500kg	A	5
Megalo Cruiser	Story Chap. 3 HARD / F-Zero AX	1600kg	A	8

*Cockpit Parts

Name	Unlock Method	Weight	Grip	Cost
Windy Shark	Grand Prix STANDARD (5)	220kg	E	5
Rave Drifter	Story Chap. 1 HARD / F-Zero AX	230kg	E	8

Aerial Bullet	Available from Start	240kg	E	3
Dark Chaser	Story Chap. 4 HARD / F-Zero AX	250kg	E	8
Moon Snail	Available from Start	260kg	D	4
Crystal Egg	Story Chap. 8 HARD / F-Zero AX	270kg	D	8
Blast Camel	Free Starting Part	280kg	D	0
Wonder Worm	Diamond Cup EXPERT / F-Zero AX	290kg	D	8
Sonic Soldier	Story Chap. 9 HARD / F-Zero AX	310kg	C	8
Scud Viper	Grand Prix STANDARD (2)	320kg	C	7
Bright Spear	Available from Start	330kg	C	4
Red Rex	Story Chap. 5 HARD / F-Zero AX	350kg	C	8
Muscle Gorilla	Grand Prix NOVICE (5)	360kg	C	4
Cyber Fox	Story Chap. 2 HARD / F-Zero AX	370kg	C	8
Super Lynx	Grand Prix NOVICE (2)	460kg	B	5
Heat Snake	Story Chap. 3 HARD / F-Zero AX	480kg	B	8
Energy Crest	Available from Start	500kg	B	5
Spark Bird	Story Chap. 6 HARD / F-Zero AX	530kg	B	8
Crazy Buffalo	F-Zero AX Link	600kg	A	8?
Combat Cannon	Story Chap. 7 HARD / F-Zero AX	620kg	A	8
Garnet Phantom	Ruby Sapphire Emerald EXPERT	640kg	A	10

*Booster Parts

Name	Unlock Method	Weight	Boost	Cost
Sunrise 140	Free Starting Part	140kg	E	0
Euros -01	Diamond Cup EXPERT / F-Zero AX	160kg	E	8
Impulse 220	Story Chap. 3 HARD / F-Zero AX	220kg	D	8
Jupiter -Q	Story Chap. 1 HARD / F-Zero AX	230kg	D	8
Saturn -SG	Grand Prix NOVICE (6)	240kg	D	4
Bazooka -YS	Available from Start	250kg	D	3
Mars -EX	F-Zero AX Link	270kg	D	8?
Comet -V	Story Chap. 2 HARD / F-Zero AX	330kg	C	8
Triangle -GT	Story Chap. 7 HARD / F-Zero AX	340kg	C	8
Boxer -2C	Available from Start	350kg	C	5
Bluster -X	Story Chap. 5 HARD / F-Zero AX	360kg	C	8
Tiger -RZ	Available from Start	380kg	C	4
Scorpion -R	Available from Start	400kg	C	4
Extreme -ZZ	Story Chap. 4 HARD / F-Zero AX	480kg	B	8
Meteor -RR	Story Chap. 8 HARD / F-Zero AX	500kg	B	8
Raiden -88	Grand Prix STANDARD (6)	530kg	B	5
Titan -G4	Grand Prix NOVICE (3)	540kg	B	5
Punisher -4X	Story Chap. 6 HARD / F-Zero AX	580kg	B	8
Triple -Z	Grand Prix STANDARD (3)	660kg	A	7
Devilfish -RX	Story Chap. 9 HARD / F-Zero AX	800kg	A	8
Thunderbolt -V2	Ruby Sapphire Emerald EXPERT	860kg	A	10

#QUESTION#

The memory card will not let me copy the data! Is there any way to transfer my data??

#ANSWER#

Well, I have heard that you can load up your game, and then remove your memory card, place another memory card in, and play the game. Considering there is an auto-save feature, this won't be too complicated. You know? But don't quote me on this if anything happens to your data... I just merely heard this rumor, and assume it is true.

UPDATE: Reader LiquidViper sends in this information... "I tried to do that because I wanted my game save to be on my 251 Memory Card, but it didn't work. I started a Gran Prix and when it should have auto-saved it said something like "The memory card that the data has been loaded from has been removed, please insert the memory card back in". I would assume that it does the same for every other mode you would try to Auto-Save to a new memory card. Also, when you load your data, insert a new memory card, and try to save you will get a message saying all loaded data will be lost (basically you start from scratch again)."

+QUESTION+

Are there any memorabilia pieces available of the game/series?

+ANSWER+

Not really. There are the old F-Zero X toy cars that were released in Japan only back when F-Zero X launched in the summer of (I think) 1998. As for F-Zero GX, I picked up a cool little promotional stand at GameStop before they trashed it. It lights up and stuff, and have a 3-D Blue Falcon, and two more of the original four, I forget who at the moment.

+QUESTION+

When I create a new car from scratch in the Garage, how many vehicles will appear on the screen in the Grand Prix when I use that racer?

+ANSWER+

Still 30. Whoever the pilot is for your created car will obviously not race in his other vehicle.

+QUESTION+

Are there any changes in multiplayer mode stages?

+ANSWER+

To the tracks themselves? Not really. One of the most notable changes is in the second Fire Field stage (the one in Diamond Cup). You know the pillars that are nearly falling apart before the first warped area of the stage, near the jumping icon? The pillars are completely missing, so you cannot run into them when you jump. Another notable that is missing is the backgrounds to most of the stages, including the beautiful skyline in the Mobius Ring stage.

+QUESTION+

What exactly does the weight of a vehicle do, anyway?

+ANSWER+

Well, little Timmy, I will tell you. The weight of a vehicle has a LOT to do with how that vehicle handles. Not really the grip, but how it performs overall. When encountering a part of a course that will suddenly jerk or send you on a little "speed bump," so to speak, the light weight vehicles will go flying off of the course if you do not level them out (holding Up on the Control Stick). For the heavy vehicles, they will stay on the ground in these types of situations. However, the heavy vehicles are at an extreme disadvantage when it comes to making sharp turns. Due to their weight, they are very slow at making turns in comparison to the lighter vehicles. A good example of this is Black Bull and Astro Robin. Take a track, such as the first Lightning course where the dirt path is on the turn. While both of these cars have an "A" ranked grip, Astro Robin handles better under rough turns due to it weighing over 1000kg less than Black Bull. So turning with Astro Robin will come naturally, as to where you will have to start out turning hard for under a second, stop for under a second, and repeat steps one and two over again for Black Bull to even make the round out without colliding on the side of the track. See what I mean?

+QUESTION+

Speaking of Black Bull, why does he constantly win/come in second to third place on my game? It seems as if he has an unfair advantage over the other racers in the game.

+ANSWER+

While Black Bull is a very good vehicle to use as a player, the computer always seems to cherish his abilities. This is likely due to the AI in the game following the course constantly without hitting the walls of the tracks in the game. This was likely ignored in the AI toning, and sadly, never looked upon. You see, with Black Bull's great statistics for Body and Grip, not to mention that weight that will send him flying (the heavier characters, when controlled by the computer AI, are pretty much Max Speed, and when you are Max Speed to the max [no pun intended] and do not crash into walls, you will pretty much own the race). This was likely an error on the development team's part, but considering Black Bull is the main bad guy, I wouldn't doubt if the karma set in and the development team actually took credit for this as an initial plan in the game rather than an error.

+QUESTION+

Where can I find more information on F-Zero AX and the links between the games?

+ANSWER+

<http://www.the-nextlevel.com/features/fzero/>

+QUESTION+

When I beat the Diamond Cup, there is a fourth option for a question at

the end of the game on F-Zero Television. Why is it not listed after I have "unlocked" the question, only on Diamond Cup?

#ANSWER#

I don't know. The developers were too cheap to add it to the end of every other Cup, maybe? Hell if I know. Next question.

#QUESTION#

Are the AX Vehicles just parts that you can buy, or are they actually racers?

#ANSWER#

They are actually racers, even with their own profiles and the like. Thanks to dragoa for clearing this up for me.

#QUESTION#

If Black Shadow is so terrible with crime, why doesn't Captain Falcon just sick the cops on him?

#ANSWER#

I don't really know. I think it is sort of like Days of Our Lives, except none of the characters suck as much as Bo Brady. Not even Jack Levin.

#QUESTION#

I can't seem to shrug off my rival! Any pointers?

#ANSWER#

Well, you can always kill him/her off by pressing the X Button in their direction when they are close to you. Other ways that you can do this is, if you are up by about 40 points or so, you can manipulate the AI by placing in the 20's. Your rival will likely, but not guaranteed, place around 17th. This will close the gap slightly between the two of you, but not enough for a lot of harm done.

#QUESTION#

I'm doing bad in a clutch last race! Help!

#ANSWER#

If you feel as if you will not win the race, simply pause the game and go to Retry. This will give you a fresh start to the race. Also, take out that rival with the X Button!

#QUESTION#

Where are you supposed to find an F-Zero GX/AX Licence Card? I read at several sites that it comes packaged with the game, but when I got it yesterday (9-20) it wasn't there. Does it only come with early copies of F-Zero GX, or do you find it somewhere else?

#ANSWER#

In the arcades. You can purchase a License Card for \$2.00. This includes a "free" play with purchase. As for when the arcades will be released, my guess is as good as yours. Anywhere from right now to Thanksgiving.

#QUESTION#

Why do certain Custom Parts that are really bad cost more than ones that are really good?

#ANSWER#

Listen, I wrote this FAQ for a good reason: To give people knowledge of the game. As for the developers thoughts, I will leave that one up to you. ;)

#QUESTION#

Is there any way to enable subtitles for the interviews after the races?

#ANSWER#

Just press the Z Button. It will stay like this, even next time you finish, unless you press it again. Gotta love subtitles.

#QUESTION#

I heard something about Time Attack internet rankings?

#ANSWER#

Yep. Just go to Time Attack, and then Records. Go to Ruby Cup and hold the L Trigger, and press the following buttons: R Trigger, A Button, Z Button, A Button, C-Stick Up, C-Stick Left, A Button, C-Stick Down, R Trigger, Z Button. Enter the codes on the website to "register" them.

#QUESTION#

Any suggestions with gaining a lead as soon as I hit the second lap?

#ANSWER#

Once you have your booster ready, do NOT go crazy with it. This will result in your death. You will want to hit a booster pad on the ground, and then use a health booster afterwards to gain double the speed. Save your health boosters for towards the end of a course, or use them up before going towards a health restoration strip.

+QUESTION+

What do you get for defeating a Staff Ghost?

+ANSWER+

25 Tickets and a star next to it.

+QUESTION+

How do I unlock tickets in Time Attack?

+ANSWER+

By unlocking the Staff Ghosts on each track. You will get a hefty sum of tickets for defeating the Staff Ghost of the stage, but it is quite hard to do so. Get prepared to bash your skull in.

+QUESTION+

What is "snaking," anyway? And how is it useful?

+ANSWER+

From GameFAQs reader Cheetar:

"F-zero AX/GX rewards risk.

In F-zero, F-zero: Maximum Velocity, F-zero X, Mario Kart, Mario Kart: Super Circuit, Mario Kart 64, Diddy Kong Racing, etc, Nintendo has a game mechanic called the "mini-boost." The basic idea is that you push the vehicle into a slide, and then when you come out of the slide you get a boost. They reward players for pushing the limit and risking the possibility of going out of control.

In F-zero GX/AX, a method of racing called "snaking" is making the rounds. The basic idea is to induce the slide for a millisecond, and then get the mini-boost, then go directly back into the slide, and then get mini-boost. People are doing this 100% of the time, inducing mini-boost for the entire track. It is called snaking because when you are on the straight-aways, you wiggle side-to-side in a snake motion. Nintendo and Sega have said that this is an intentional part of the game, and given the fact that you could do the same thing in Mario Kart 64, there really is no doubt that this is supposed to be part of the game.

On the surface, this may appear broken, but there are a few things that most of the people calling this cheap are missing.

1. You are not entirely in control during the snaking. In other words, you are inducing a constant state of being on the edge of control. If you can't manage this state, you are going off the track. Fact of the matter is that most people can't keep from falling off the track when they aren't snaking.

2. During snaking, you are open to attack. If someone sideswipes you correctly, you are going to get one hit KOed even if you have full health. Not to mention the fact that you can get thrown from the track fairly easily.

3. Snaking is difficult to learn. Just as stringing several mini-boosts in a row on Mario Kart and the previous F-zero games was hard, it is hard here as well. It may be easy for a few that "get it," but for most people, snaking is very difficult."

#QUESTION#

What happened to the Super Mario and Star Fox emblems?

#ANSWER#

Those were in the beta versions of the game, but removed. You can create them yourself, though, in the Customize section.

#QUESTION#

How do I unlock the Big Blue music tracks for purchase in the F-Zero Shop?

#ANSWER#

Simply go to the Customize menu screen, and press the following buttons at fast to moderate speed: Z Button, Left on D-Pad, Right on D-Pad, Left on D-Pad, Z Button, Y Button, X Button, Z Button, Left on the D-Pad, Right on the D-Pad, Left on the D-Pad, Right on the D-Pad, Z Button, X Button, Z Button, Z Button. You will hear a slight noise confirming that you can purchase the "Sounds of Big Blue" music tracks in the F-Zero Shop under Items for 99 Tickets. Costly!

#QUESTION#

I cannot get to the next chapter of the Story Mode! Where are they at?

#ANSWER#

You must purchase them in the F-Zero Shop under Items. Enjoy.

::---::

In this section, you will find everything you have ever wanted to know about making an excellent User Created Vehicle. Hence the title! I'm so clever. If you have one, please send me all of the stats, and what parts you've used to zoopnova@aol.com, and you WILL be credited. Thanks!

Me (yes, ZoopSoul) sends... uh... this comment.

In my professional opinion (ha), the best user created vehicle in the game is the Frost Lynx -G4, which consists of the Aqua Goose (C), the Super Lynx (B), and the Titan -G4 (B). This will weigh around 1700kg, and is great at getting ahead of the pack in the Master difficulty. Try it out, as it is, in my opinion, the best available option amongst both developer created vehicles, and user creations. Now, enjoy comments from real readers, and not just my stupid ass.

Reader Kinoko Otoko sends in these Godly machines...

"I've made a great many custom cars and I always test them on Aeropolis: Multiplex on Max Speed and, sometimes, on Max Acceleration. I'd like you to try a couple, to see what you think of them. And, just for the hell of it, I'll tell how I decorate them and who pilots them, as well.

First off, there's my Valkyrie, piloted by Mrs. Arrow. Parts are Optical Wing, Garnet Phantom and Jupiter-Q, ratings and weight are 1290, DDA. For the sake of convenience, I've devised a cute little data format for typing these things down:

Machine Name
Pilot Name
weight, ratings (body, boost, grip)
Body Part
Boost Part
Cockpit Part
R R R }
G G G } colors for body, cockpit and boost
B B B }
machine part/description of emblem

So my Valkyrie would be:

Valkyrie
Mrs. Arrow
1290, DDA
Optical Wing
Garnet Phantom
Jupiter-Q
250 130 130
200 090 090
050 030 030
boost/lightning
boost/Mrs. Arrow

cockpit/lightning*2

This car is one of my favorites for its handling. While the weakest of my preferred cars, it's a very fun car for tricky courses like Serial Gaps, and for some reason it reminds me of a VW beetle.

Shining Condor-RR

Jody Summer

1290, DBC

Brave Eagle

Bright Spear

Meteor-RR

255 255 255

255 180 180

255 230 230

cockpit/heart

cockpit/dice

cockpit/Jody Summer

This is a really well-rounded car. No major flaws, and very good max speed.

Shining Wyvern-V2

Princia Ramode

1430, EAC

Speedy Dragon

Bright Spear

Thunderbolt-V2

255 200 200

255 060 060

255 050 050

boost/racing stripe*2

cockpit/racing stripe rt. angle

cockpit/Princia Ramode

This is one of my serious racers. Very slippery when it comes to control, but damned fast. Note that the emblems are customs, a straight white stripe and a stripe across the top of the editing window and down one side; these make nice racing stripes and look good on most cars.

Jewel Emperor-V2

Black Shadow/Lily

3000, AAA

Big Tyrant

Garnet Phantom

Thunderbolt-V2

105 030 105 | 230 180 255

000 000 030 | 135 075 165

000 000 000 | 180 120 210

body/flames*2

body/blue flames*2

cockpit/Lily

Here I've got two different deco themes, one with Black Shadow and one with Lily. This is the best machine I have made, and I honestly believe it's the most powerful machine in the game.

Dread Cannon-RX

Lily

2860, AAA
Dread Hammer
Combat Cannon
Devilfish-RX
255 255 255
195 220 125
230 245 180
body/blue flame (frontal)
cockpit/zebra (angle)

This machine was made by my nephew. The blue flame is inside the front of the body, so you have flames on different sides of it that just look cool, and the zebra on the cockpit is applied at an angle from the back so as to stretch it. It looks frighteningly like a cuttlefish.

The machines I really want you to try are the last three. Shining Wyvern is just about the slipperiest car you can imagine, despite the C grip, but is astonishingly fast for its relatively light weight, and can easily conquer Master GP's.

The other two, though, are the really interesting ones. Jewel Emperor, my personal best creation, is in my mind the most powerful machine in the game. 3000 kg, triple-A rating may seem frightening, and indeed this car seems at first glance to be undriveable. But if you experiment, you will find that you can drive it if you use the drift buttons (R and L) in just the right combination. Any time you need to sharply turn direction, you must drift away from the direction of the turn first, then tilt the control stick in the direction of the turn, then drift into the direction of the turn, without letting any of the buttons go. You'll find that the machine suddenly becomes very pliable, from an unstoppable freight train to an unstoppable freight train on tracks. Meaning that with considerable practice this machine is nigh unstoppable.

The other, Dread Cannon, is also unique. Again, the near-3000 weight and triple-A ratings are intimidating, but once you try it you find that it handles unlike virtually any other heavy car in the game. It is the exact opposite of Jewel Emperor. In fact, it handles like Shining Wyvern in that the grip will constantly falter if you're not careful. But being as heavy and highly-rated as it is, it is much more powerful than any other machine that handles this way. It even banks into turns and has the strongest drift I've ever seen, meaning that you end up flying all over the place as if the car were light. This car, while not quite as powerful, is an easy match for Jewel Emperor, especially since it takes considerably less practice to use it correctly. You can add these to your FAQ if you want, but I really just want you to try them and tell me what you think."

User phinesafool sends us these vehicles...

"Red Spider -Z

Body - Holy Spider
Cockpit - Red Rex
Booster - Triple -Z

Stats

Body - C
Boost - A
Grip - C
Weight - 1550kg
Top Speed (no boosting or anything) - 1120km

This car slides a little bit, but not too bad. I can take almost any turn in the game without using the triggers.
The accel isn't great, but at top speed I can get past everyone by halfway through a race."

"Here's another I just made which seems to be pretty good

Heat Wing -Z

Body - Optical Wing
Cockpit - Heat Snake
Booster - Triple -Z

Stats - DAB
Weight - 1560kg

This one gets a pretty good top speed (about 1125km) and actually corners fairly well."

User moysturfurmer sends in this one...

"I use the heat horse-z
its not too heavy, doesn't swerve, and has excellent top speed.
It has the Sky horse, Heat snake, and triple Z.
It is a CAB vehicle and weighs 1780 k"

User nazgulnarsil sends in these simple combinations...

"Frost Lynx
Aqua Goose/Super Lynx/Titan G4
Acro Crest
Sky Horse/Energy Crest/Titan G4
Super Barrel Z
Rapid Barrel/Super Lynx/Triple Z
Arch Lynx
Silver Sword/Super Lynx/Titan G4 or Triple Z
Red Spider Z
Holy Spider/Red Rex/Triple Z
Garnet Manta
Liberty Manta/Garnet Phantom/Triple Z

Those last 2 are for people who like sliding, they are fast but hard to control."

User Zero Sondow sends in this combination

"crystal egg+giant planet+saturn g, when painted white, looks remarkably like one of eggman's vehicles from the sonic series,. Whether or not this is intentional, don't know., though it seems if this is indeed an easter egg that Crystal Egg is a reference to the secret last level of Sonic 2 for the game gear.
Sorry if this is old.

Note: Suggested pilot:Mr.EAD."

User Meganium7 sent in these vehicles...

"Here's what I think is my best custom, made by me.

Body: Fire Wolf
Boost: Triple Z
Cockpit: Scud Viper

Scud Wolf Z.

Cosmic Gorilla X

Body: Giant Planet
Cockpit: Muscle Gorilla
Boost: Bluster X

Muscle Spider Z

Body: Holy Spider
Cockpit: Muscle Gorilla
Boost: Triple Z

Bright Pidgeon ZZ

Body: The Swallow one (sorry, the name escapes me)
Cockpit: Bright Spear
Boost: "something" ZZ (sorry, forgot this name too)"

Reader FerreTrip sent in this vehicle...

King Neptune

Body A
Booster B
Grip B
Parts:
Grand Base
Super Lynx
Titan -G4

This guy's gotten me thru Ruby mode with some tridents, a cool blue exterior, and countless drivers. He's my fave!

User RapidStorm sent in this vehicle...

"Acro Crest G4
Sky horse/ Super Lynx/ Titan G4

That's my baby, I slapped some blue flames and triforces on her, and she's gotten through ruby-diamond on master."

User Virus218105 sent in this vehicle...

"My favorites:
Frost Spear-G4
Aqua Goose/Bright Spear/Titan G4
Acro Lynx-G4
Sky Horse/Super Lynx/Titan G4

They handle really similar. Which one I use depends on what I want my car to look like :P"

User Jugem sent in this vehicle...

"Photon Phantom-G4 (Optical Wing, Garnet Phantom, Titan-G4)
Body: D
Boost: B
Grip: A
Weight: 1600

Has a top speed of somewhere between 1120 and 1130, great handling, and pretty good acceleration as well."

User Tedmaster sent in this vehicle...

"spark gauntlet

Spark Bird
Dread Hammer
Euros -01"

User PokeMaster1004 sent in this vehicle...

"Bright Manta-Z
---Liberty Manta
---Super Lynx
---Triple Z

DAC (Body Boost Grip) <I think>"

User Anti Uni sent in this vehicle...

"Sacred Lynx G4
Holy Spider
Super Lynx
Titan G4
CBB Medium Wieght"

User Cool Whipp sent in this vehicle, and thanks for the bump!

"dread hammer
speed dragon
titan g4

its tight."

User SpeedDaemon sent in this vehicle...

"Heat Goose
Aqua Goose/Red Rex/Sunrise something. It's an "E"."

User rapidwingo sent in this vehicle...

"Windy Manta-Z
Liberty Manta
Windy shark
Triple Z
1260 kg
Stats:
D
A
E
It might seem slippery Because the E grip but it actually handles very well!"

User MadDogV2 sent in these vehicles...

"Super Horse-Z
Super Lynx, Sky Horse, Triple Z
Body:C
Boost:A
Grip:B
like Frost Lynx-G4 but better cornering and body. looks great to boot.
Jewel Wyvern-V2

Speedy Dragon, Garnet Phantom, Thunderbolt V2

Body:E

Boost:A

Grip:A

Extremely good the parts fit eachother perfectly in design and really fast, has a little oversteer that needs getting used to. It's very delicate though so it's not good for beginners, this is more of an expert car."

User Scary Raebbit sent in this one...

"Flame Javelin-V2

Body: Silver Sword 620 kg

Cockpit: Heat Snake 480 kg

Booster: Thunderbolt-V2 860 kg

Body: C

Boost: A

Grip: B

Weight: 1960 kg

Heavy Load

Pretty good on the Diamond Cup. Not as good a turner as Super Goose-Z, but makes it up with speed. Nothing that L and R can help."

User nebneb sent in this vehicle...

"Photon snail 64

Body-Optical wing

Cockpit-moon snail

Booster-Titan-g4

Body-D

Boost-B

Grip-D

I love this car. ^ _____ ^

Max speed is about 1118-1120

The boosts are excellent in the second lap you can ravage. It has a perfectly balanced steering it does not skid only if you go above about 1600 it might just a little. It weighs 1220 kg.

There you have it...also it looks good in blue.

Add this please. :)

Plus put it on max speed most of the time for the full effect."

User dragoa sent in this creation...

"Super Glider -88

Cockpit-Super Lynx

Booster- Raiden-88

Body-I have no idea but I know it's an AX part.....

Stats

Body-c

other 2-b

control-bad accel, decent cornering"

User SkedarKiller sent in this vehicle...

"Combat Barrel

Rapid Barrel, Combat Cannon, Sunrise 140

Body:C

Boost:E

Grip:A

0-900 time (balance on 100% speed): ~2.2 seconds

0-900 time (balance on 100% acceleration): ~1.8 seconds

Terrific cornering, body and acceleration. It's main flaw is speed: Even on 100% speed in the balance setting, it only goes to 1,021 km/h (993 km/h for 100% acceleration). Ideal for highly technical courses like Drift Highway, Serial Gaps, etc., but terrible on speed tracks like Split Oval."

User Yours To Hate sent in this vehicle...

"im in love with the plasma goose 4X...i beat allt the master cups with it. its stats are as follows:

body: aqua goose - C

cockpit: spark bird - B

boosters: Punisher-4x - B

heavy load: 1810 kg"

User PatMan33 sent in these vehicles...

"Frost-Phantom G4

Aqua Goose

Garnet Phantom

Titan G4

C
B
A

Cant remember the name for this 1
Speedy Dragon
Garnet Phantom
Thunderbolt -V2

E
A
A

This one is tough to use but when you can it is awesome!"

User GameSpirit sent in this vehicle...

"Garnet Goose Z
Body-C
Boost-A
Grip-A
Parts:
Aqua Goose-Base
Garnet Phantom-Cockpit
Triple Z-Thruster
It also looks sort of like an Arwing if you color the base blue and the
cockpit/thruster white."

User Reynard Fox sent in this vehicle...

"Plasma Wing -4X
Body: Optical Wing
Cockpit: Spark Bird
Booster: Punisher -4X

Can't recall the weight or anything off the top of my head, but I've
tried a lot of the same combos or similar to the ones already listed and
this has to be my favorite so far. Beating Master tracks with a 10+
second lead on the competition on each race and winning by a margin of
150 points tends to get my attention. =)"

User Zorack sent in this vehicle...

"my fave i made is a lot like the black bull.

Beserk Lynx G4.
Valiant Jaguar
Super lynx
titan-g4.

weight, 2000kg.

stats,
B
B
B"

-Cud- sent me these vehicles...

"1): Valiant Legion:

Body - B
Boost - C
Grip - B

Weight - 1810kg

Parts:

Body - Valiant Jaguar
Cockpit - Super Lynx
Boost - Boxer 2C

Description:

The ship is a bit weighty and sluggish but will take all tight turns with L and R. It has a reasonable turn of speed and the boost isn't actually that bad.

2): Ultra Horse:

Body - C
Boost - C
Grip - B

Weight - 1480kg

Parts:

Body - Sky Horse
Cockpit - Super Lynx
Boost - Tiger RZ

Description:

Its probably just me but this is one hell of a good ship. It has very good grip (can get slightly loose at the limit, but not uncontrollably so) and has good top speed (989 kmph on 50% max speed). It will also take one hell of a licking before it dies."

Clad sent in this vehicle...

"Here is the vehicle that I always use, I have defeated all the cups in master difficulty with it

Super wolf-Z
It is a BAB consisting of:

Fire wolf

Super lynx

Triple Z

It has good maximum speed (somewhat like 1120 km/h) , a good cornering and boost. I personally think it is a little bit better than the frost lynx G4 which is already a good vehicle. "

Lee-Xai sends us this vehicle...

"Name: Super Wolf-Z

Body: B

Boost: A

Grip: B

Weight: 1960 kg

Parts:

Body: Fire Wolf

Cockpit: Super Lynx

Turbo: Triple-Z

It can take sum damage, has a very good Max Speed (the highest i ever reached was 3691 kmph) and -with some skill- has a good handling. It's more the veteran car, nothing for noobies."

StormDragon sent me this vehicle...

"**CAR**

Name: Hard Banger

Stats: AAA

Weight: 3080kg(!)

BODY: Megalo Cruiser

COCKPIT: Combat Cannon

BOOST: Thunderbolt V2

(I feel guilty about this, as I read this one but can't remember where, so don't credit me for it.)"

dragon359 sends us this machine...

"Name: Highway Barrel-4X

Weight: 1470kg

Body: Rapid Barrel (C)

Booster: Punisher-4X (B)

Cockpit: Sonic Soldier (C)

Not quite an ideal combination for some people who I've shown it to, but it works for me. Plus it looks awesome in my opinion."

Jose11237 sends in this vehicle...

"my car is called the combat eagle it uses

Body : Brave Eagle D
Cockpit :Combat Cannon A
Booster :Triple z A

This car handles pretty well the turning is good and could take a pounding and could give pain to other cars I recommend it on all levels but not Phantom Road it sucks on that level. But overall it is a good car"

Reader Iamke55 sends us this godly vehicle...

"I did not see this godly car in your database of user-submitted cars, so here's mine.

Holy Spider(C)
Garnet Phantom(A)
Thunderbolt V-2(A)

There is nothing in the game that snakes better than this. sub-40 Twist Road can be done with this monster of a vehicle."

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::: ::: ::: ::: SECTION XII. - CREDITS ::: ::: ::: :::
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First and foremost, big thanks to the master, Jeff Veasey, for creating GameFAQs.com. Nothing tops the community feel over there, and drop by the FAQ Contributor's Social Board to see me posting every now and then. Let us not forget about our pals over at IGN.com, including but not limited to Stephen Ng, Hil Goldstein, and Jon Robinson. Oh, and Rich Rouse, although I do not believe that Rich is currently freelancing over there at the moment.

Big ups to my old Nemesis Online Media Group clan, including Todd Morden, Jason Rouse, Andrew Weschler, Randy, Greg Kettering, and many others. I cannot wait for E3 2004, guys, and I definitely will try everything in my power to make it there next year. After all, who DOESN'T want to play Metroid Prime 2 months before the release? My thoughts exactly.

Major thanks to Devin Morgan for secretly inspiring me to get my ass on the ball and write for this game. While he doesn't know it, I might've not even written this if it were not for his inspiration. A workhorse never let's things such as "jobs" get in the way of his hobbies, and you have proven this, Devin. I salute you, my friend. Speaking of the definition of "workhorse," I would like to say "Howdy" to Brian Sulpher (BSulpher on the sites). And HappyBuddha311, as he requested it. ;D

How can I NOT thank Nintendo after all that they have given us gamers? With many ultimate series (including Pikmin), and teaming up with the guys that made Super Monkey Ball was a great idea, and F-Zero GX turned out a lot better than I could have ever expected. Thanks to both development groups, despite the shameful AI problems that I will never

let them live down. ;-)

Of course, I cannot begin to thank my girlfriend enough. Valerie Meerschaert also contributes FAQs, so look her stuff up on GameFAQs under the name QuarterLifeCrisis. And yes, we both enjoy dancing to that damn Beyonce song with Jay-Z, and neither of us are big on modern pop music.

Major props to readers Kinoko Otoko, Jizmak, darksim10, PoopinClumpin, Goldenguy, hiahia, dragoa, phinesafool, moysturfurmer, nazgulnarsil, Zero Sondow, Meganium7, JRiccardi (for references), Teddman, RapidStorm, Virus218105, Jugem, Tedmaster, PokeMaster1004, Anti Uni, Cool Whipp, SpeedDaemon, rapidwingo, kroboz, ChaosMage251, Ultimator, eggit, Iamke55, MadDogV2, SkedarKiller, PatMan33, Yours To Hate, VengeanceDemon, smellyfarts89, zwizardsfoot, dragon359, nebneb, LiquidViper, FerreTrip, VMD, Gerk, Jose11237, Scary Raebbit, Darkness is coming, GameSpirit, -Cud-, The Leech, Evan "Boo" Fraser, Reynard Fox, Zorack, Melee, zwizardsfoot, Magic Abuser BM, Heritage, Snowboard1390, Evenflow80, Applebrown, and Fat Man Can Can.

As usual, I have a music recommendation that is a bit more solid than that Beyonce song (but not nearly as catchy), so go out and buy "O" by Damien Rice. He is a wonderful singer-songwriter from Ireland that my good friend Ronan Murphy recommended to me months ago, and I adore this guy's talent. Go out and buy the album, and listen to the first track ("Delicate") over and over again, and cry if you just broke up with someone you love(d).

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:::   :::   :::   :::   SECTION XIII. - DISCLAIMER   :::   :::   :::   :::  
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